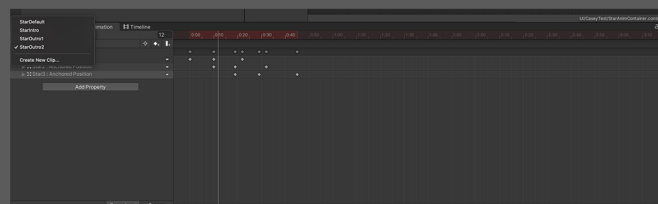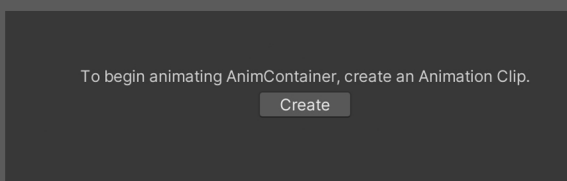# Setting Up Unity's Animation Package for UI
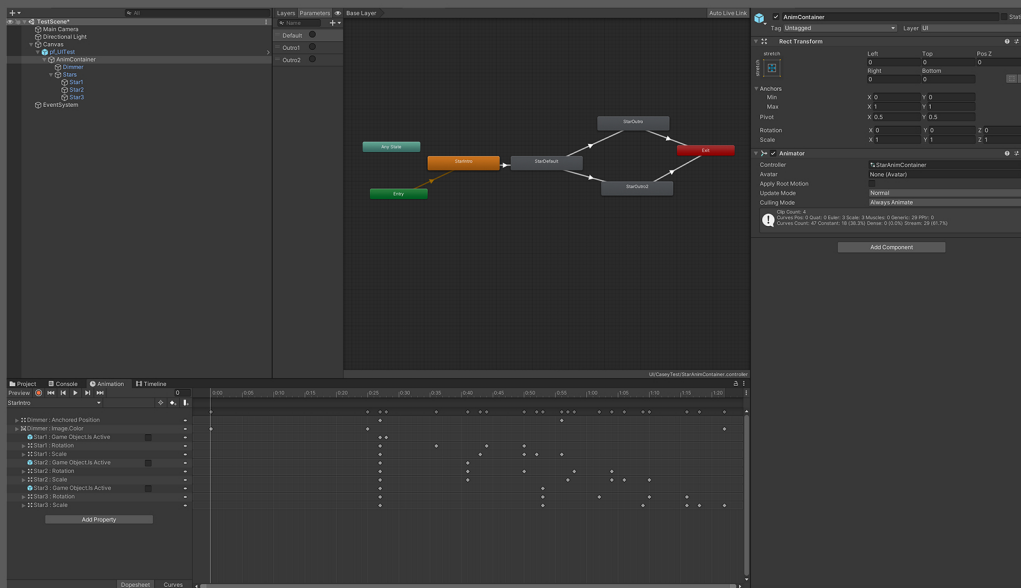
1. Make a prefab and arrange all of the game objects (including vfx) in the Hierarchy. Anything that you need for your animation.

2. Place your Hierarchy under a container, this parent container will be where you put your Animator Component.

3. To add a Controller to your Animator, go to the Animation Window create an AnimClip.

4. Break down your animations into the clips needed. Once you are finished, open up the Animator Window.

5. In the Animator window, add your transitions by right clicking on the AnimClips and selecting Make Transition.

6. The left side of the Animator Window is where you edit the Parameters. Create parameters for your transitions as Triggers. (Use a consistent naming convention for your Triggers)
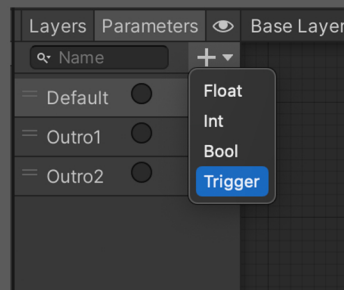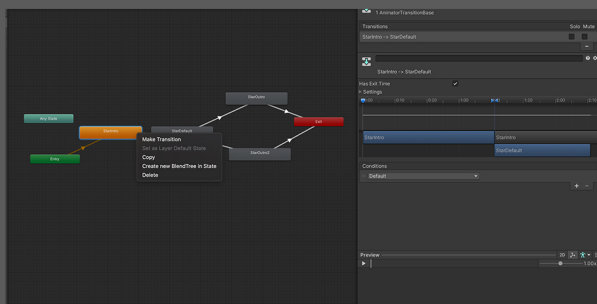
7. As a default, there will be an overlap transition added to your AnimClips. You can remove this under the Settings in the Inspector when clicking on your Transition, if needed.

8. Add your desired Parameter under Conditions in the Inspector.

9. Your Prefab and Animations are ready to pass off to an engineer.

Some Tips

1. When creating an animation, make sure to save the project. You may notice you don't see your updated or new AnimClip in your Source Control, this will solve that issue.

2. If your animations do not play, this may be due to a change the Hierarchy (signified by yellow text in your AnimClip), this is because the path has changed. To fix this without needing to make a new clip, you can double click the name of the GameObject in the Animation window. Then update the path to match the new Hierarchy.
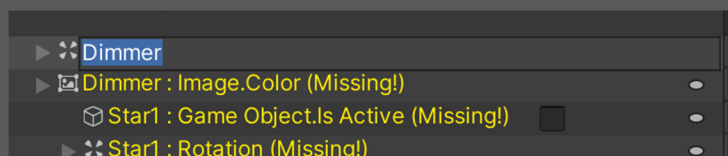
3. You can copy and paste keyframes in your AnimClip by highlighting the keyframes and using the hotkeys ctrl c and ctrl v. There is no option to copy and paste any other way (that I have found).

4 You can add events in your AnimClips for sound to play by clicking the Add Event icon. This is located in the Animation Window. You can drag it to your desired location in your animation.
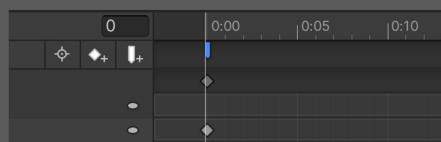
5. You can resue your Controllers in various Prefabs and Scenes. The Controller's AnimClips and Transitions will stay attached. Make sure your Hierarchy has the same naming convention for the GameObjects animated. This is great for simple animations and UI that have similar needs.