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Game Tech 266-02
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Energy/ Focus:2

Feeling very discouraged recently and not wanting to really work on anything but having to push myself and get through my homework

References:

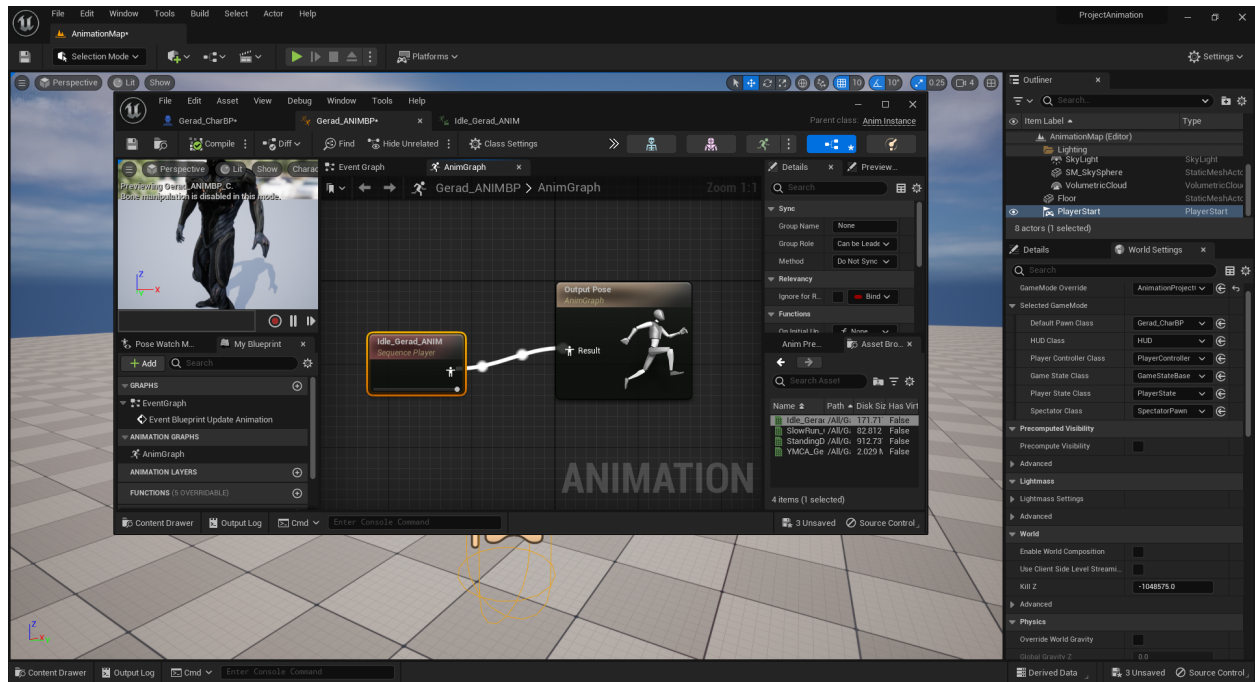
<https://forums.unrealengine.com/t/how-do-i-reference-my-animation-blue-print-in-a-class/279566>

Overview- This session is meant to get the basics of animation down such as idle, run, and another animation of some sort either dancing or a dodging animation

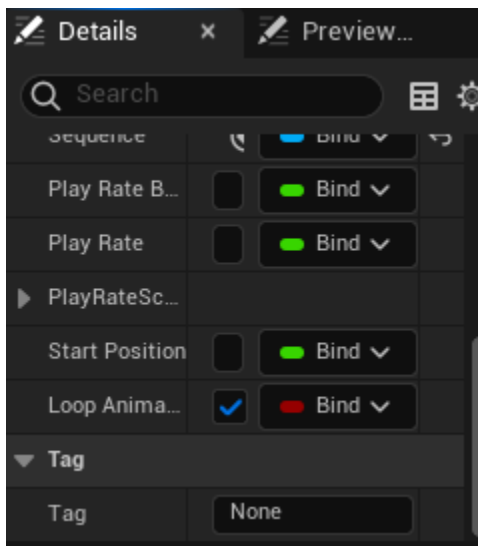
Youtube Video- Professors videos 01_RPG and part of 02_RPG

DevLog

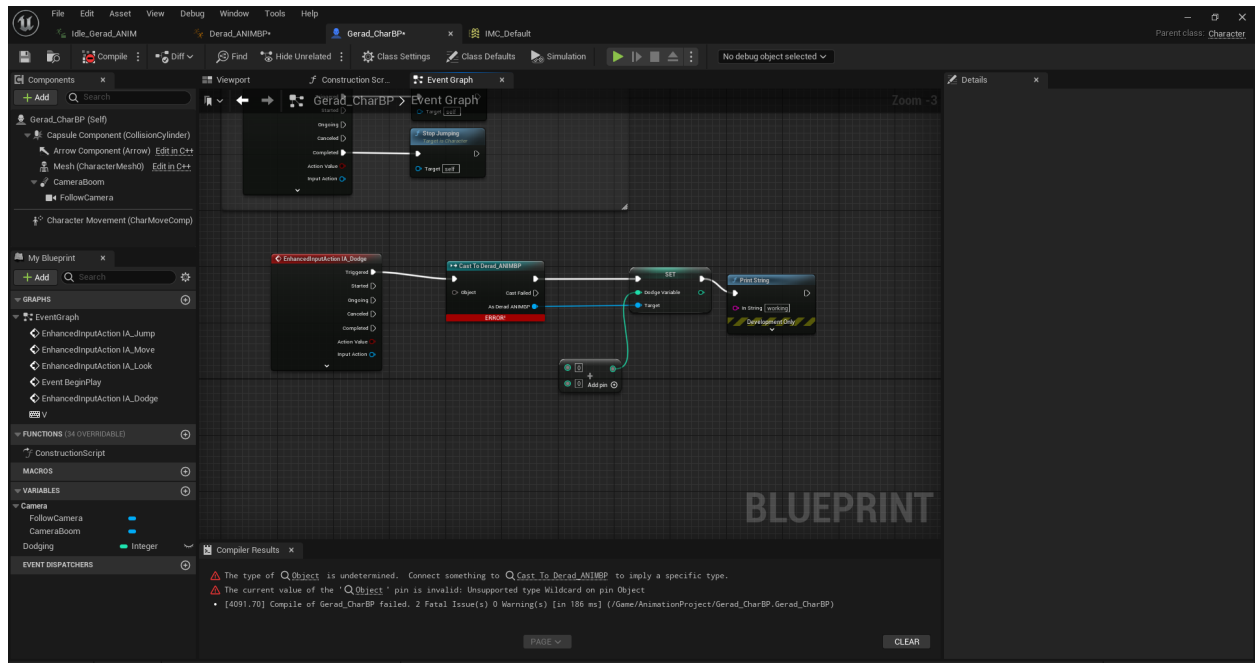
Problem 1: The first problem I have come across is while trying to set up idle animation in the animation blueprint it will only play once and not repeat



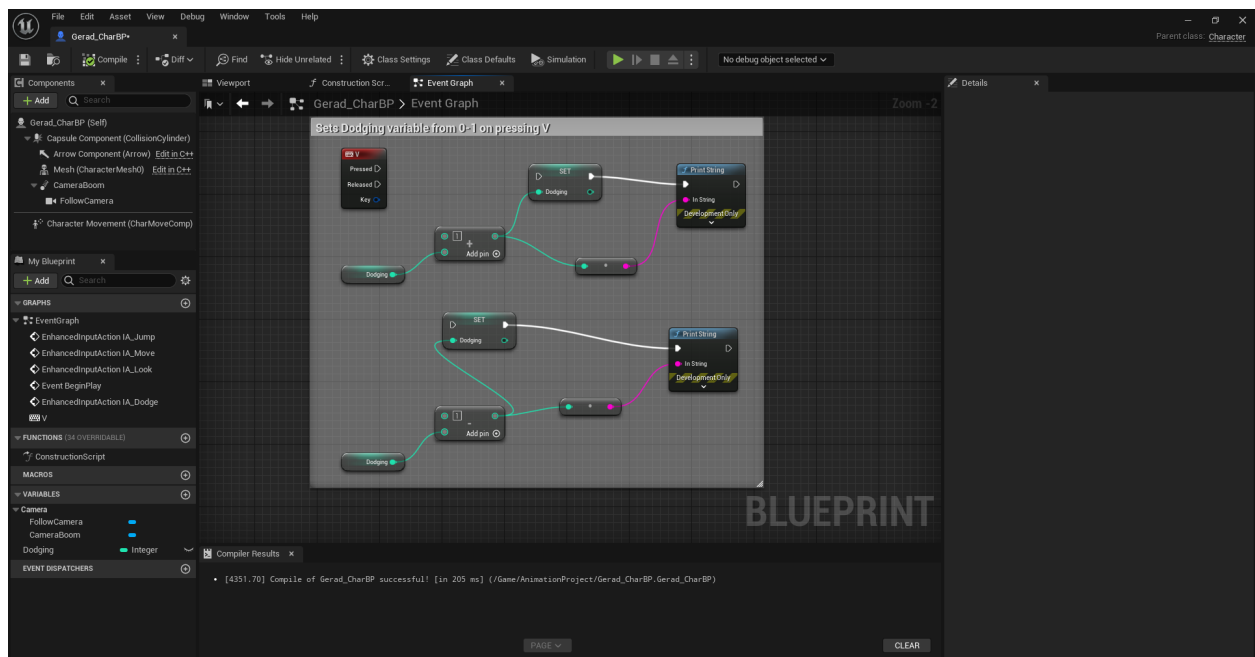
Solution 1: The solution was pretty simple I just had to click on loop animation under the details on the idle animation and the animation began to loop automatically



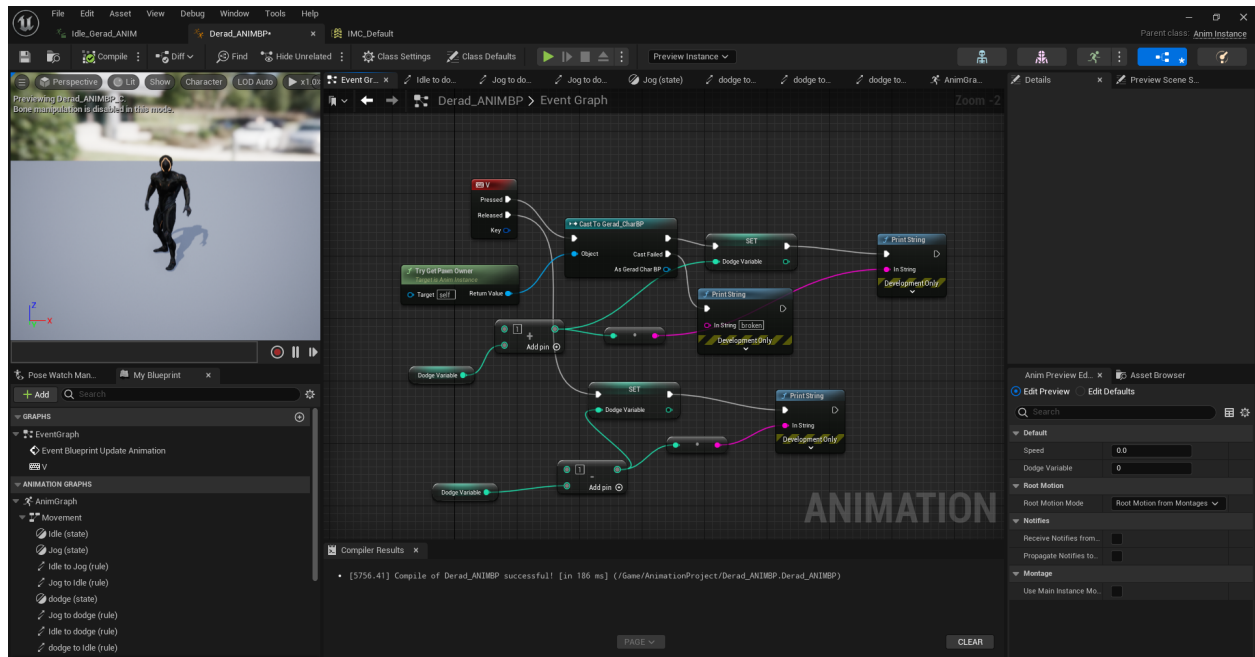
Problem 2: My second problem was figuring out how to make it so when I press a button the character plays an animation which was a dodge



Solution 2: The solution I figured out was that I needed to somewhat simplify the solution by doing a basic when pressing V set the dodge to 1 and when releasing subtract 1 from the variable this made it so that when i pressed V it would adjust the variable



Problem 3: The next problem is that i had a hard time figuring out how to get that variable from the character BP via casting making it hard to tell the animation to play when a certain value is reached



Solution 3: The solution was to make a variable in the animation blueprint and then I had to reference back to it in the character blueprint in a specific way so that when I pressed the value=1 and when I was not pressing the value=0

