

Adding Animals to the Scene

Hello Everyone!

Welcome back to the game development tutorial using Unity.

In the last video, we have learned about creating a new unity project, a scene and animating objects in unity. Now, we are going to add some animals to the scene!

So, let's get started!

Open Unity hub on your system and open the last saved project which is 'FoodWeb'. Let's go to the assets folder, click on images and create a new folder called as "Animals". Double click to open that folder. Go to assets section present on the top bar and click on Import new assets. Go the location where the downloaded images of animals are present. Select all the animals and click on import. All the images are added successfully in the asset section.

Next, go to the hierarchy window and expand the Canvas. Let's disable the folders titled "hanging leaves" and "bushes" for the time-being!

Now, we can start adding the animals into the picture! So, let's right click on the canvas option, select UI, then select create a new image. Rename it as 'Lion'. Next, go to the source image in the inspector window and click on dot circle. Select the image of lion by double clicking on it. Click on the option "set native size". Position it accordingly as shown on the screen. So, we are done with Lion.

Again, right click on the canvas option, select UI, then select create a new image. Rename it as 'Leopard'. Next, go to the source image in the inspector window and click on dot circle. Select the image of leopard by double clicking on it. Click on the option "set native size". Position it accordingly as shown on the screen.

Repeat the same steps for adding deer. To do that, right click on the canvas option, select UI, then select create a new image. Rename it as 'Deer'. Next, go to the source image in the inspector window and click on dot circle. As you can see deer has multiple images but I need only the first image for now. To split the images, select the image of deer in asset window. In the inspector window, go to Sprite mode and from the drop down, select the option of multiple and click

on Apply at the bottom. Click on Sprite editor to open a pop-up window. Select Slice from the top bar of it and click on Slice. Once you zoom it, you will see that it has split the image into multiple images. Click on Apply and close the window.

Now, if you expand Deer in Asset section, you will be able to see individual images of deer which when scrolled down fast, it looks like deer walking. Select Deer from Hierarchy window. Go to the source image in the inspector window and click on dot circle. Select the first image of Deer by double clicking on it. Click on the option “set native size”. Position it accordingly as shown on the screen.

Next, we will add fox to the scene. Repeat all the steps that we did before. But we want the fox behind the tree. To do that, drag the fox present in the canvas section and place it above the “tree” option. So, it partially hides the fox.

But now since the tree is blocking most of the view, the fox looks odd. To adjust that, go to the hierarchy window, select the “tree” option, and drag it slightly towards right side so that fox can be visible. Now adjust the position of fox as shown.

Now, repeating the same process that we have used for the other animals, I have also placed the snake on to the scene. It looks like it is hanging on the tree branch.

Next, we will add the giraffe while following the same process throughout and when we set the native size, you can see that the image is too big, I don't want this big of an image. So, scale the size of the giraffe somewhere like this, I'm also going to ensure that he goes behind the tree, so that his face is visible. Drag and drop the giraffe object above the tree object.

Let's add one more animal using the same process and call it as 'Eagle'! Resize it accordingly and position it as shown on the screen.

So, now we are adding the rhino, repeating the same process that we have used for all the other animals and scale the rhino's size to be small and place it near the lion to give it far effect. Select the lion and move the lion a little towards left side.

Let's enable hanging trees and bushes and see how it looks. When we enable bushes and hanging leaves, it causes some animal to appear abruptly in the scene. So, we have to change placement of bushes and hanging leaves. To do

that, select bushes, drag and place them last in the sequence and hanging leaves right before the bushes.

Let's just disable bushes and hanging leaves once again and see if I can adjust and play around with the position of animals a little bit.

So, this placement looks fine to me! Of course, you can position them any way you want! Don't forget to save the scene.

Let's add a sparrow on the scene! Right click on the canvas option, select UI, then select create a new image. Rename it as 'Sparrow'. Next, go to the source image in the inspector window and click on dot circle. Select the image of sparrow by double clicking on it. Click on the option "set native size". Resize & position it accordingly as shown on the screen. To make it more difficult for the players, reduce the transparency of it. Select colour from the inspector window and reduce the alpha to 146. This makes the sparrow almost invisible hence difficult to find in the game play. Enable hanging leaves again to see the complete effect.

Now it looks that we have got most of the animals but still there are two animals that are left that is rat and grasshopper. Follow the same steps and add rat and grasshopper to the scene. Resize and position them appropriately as shown on the screen.

So, now all the animals are set in our scene. Click on play button to see the game scene. I'm happy with the placement of all the animals.

In the next video, we are going to animate some of these animals!

Looking forward to animating with you! See you again!