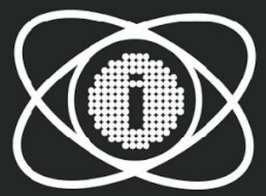
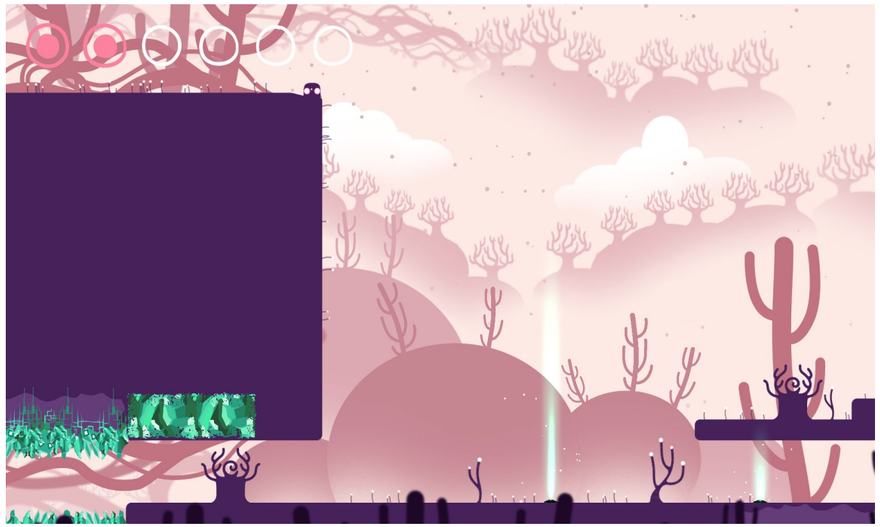


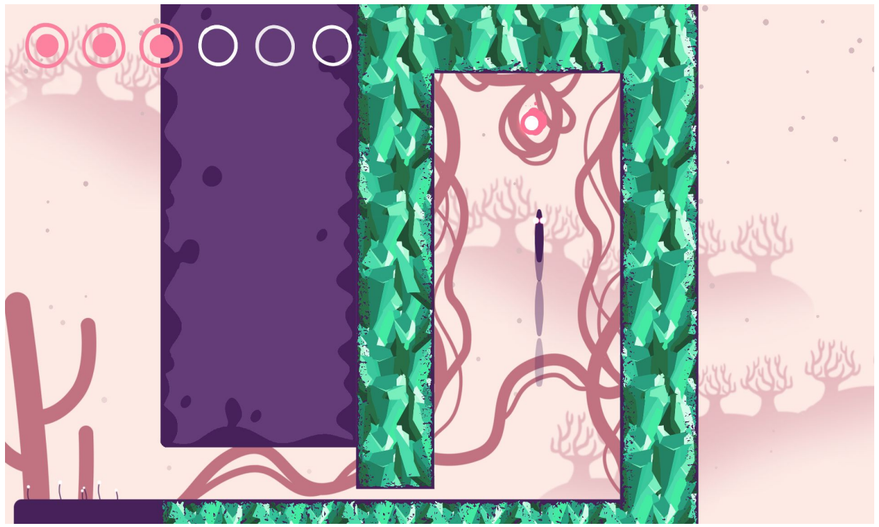
INDEPENDENT GAMES SUMMIT

Rectangles are Life

Cukia “Sugar” Kimani
Technical Director, *Nyamakop*

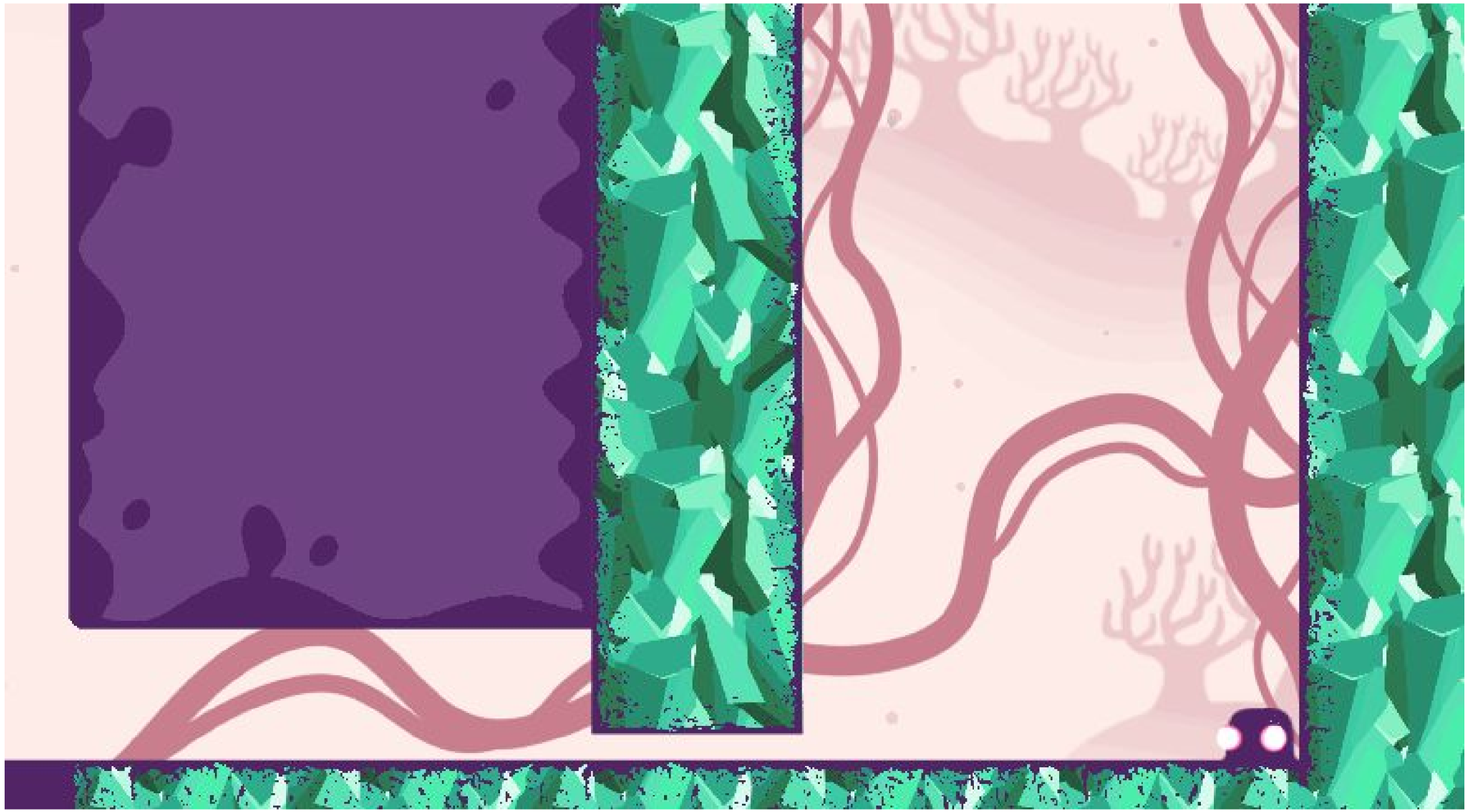
SEMBLANCE





What is the Tool?

- A tool to create procedural animations on dynamic 2D meshes

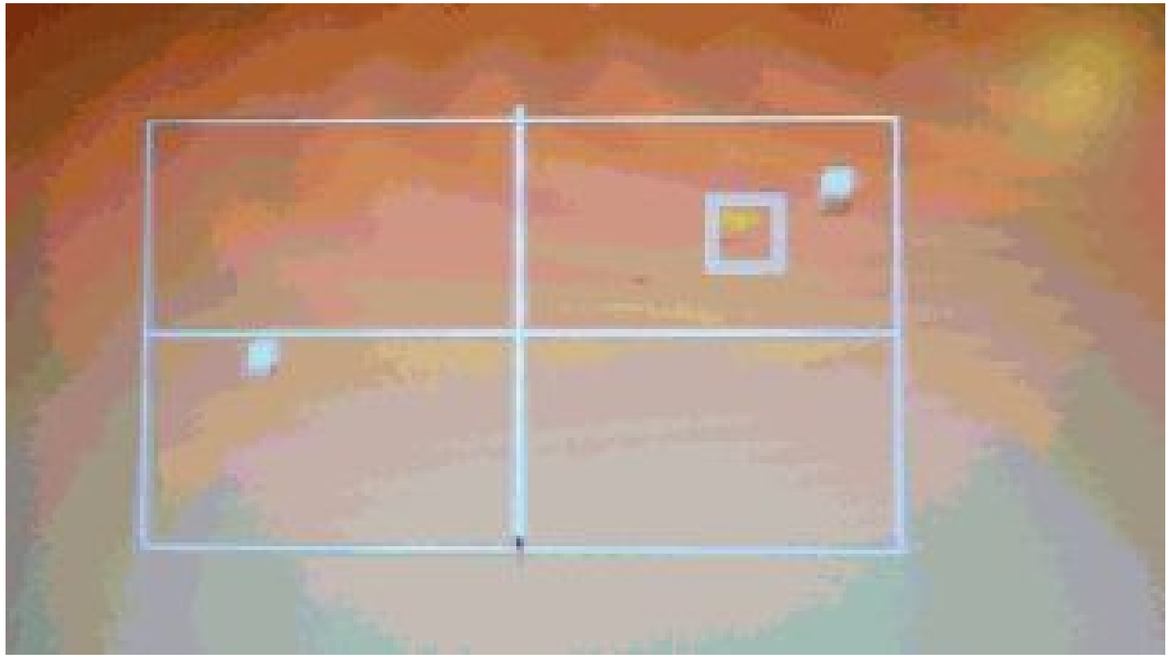


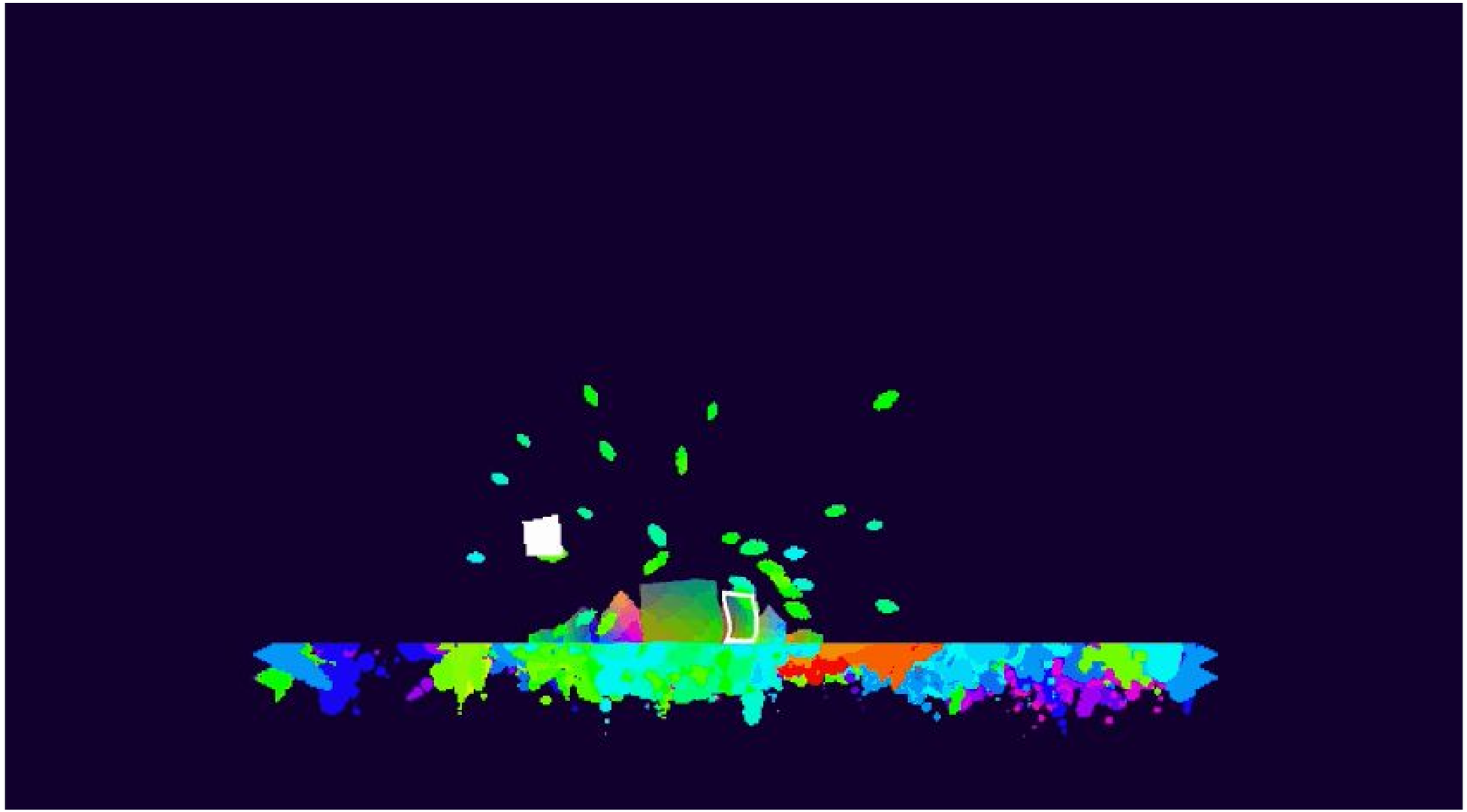
Why build the tool?

- Can’t art :(
- Can’t animate :(
- Can write code :D

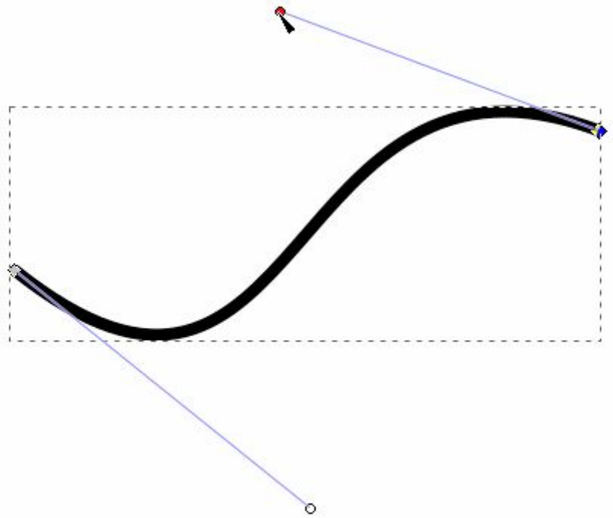
The loneliness was getting to Thomas. No amount of observation or obsessive note taking could combat that.

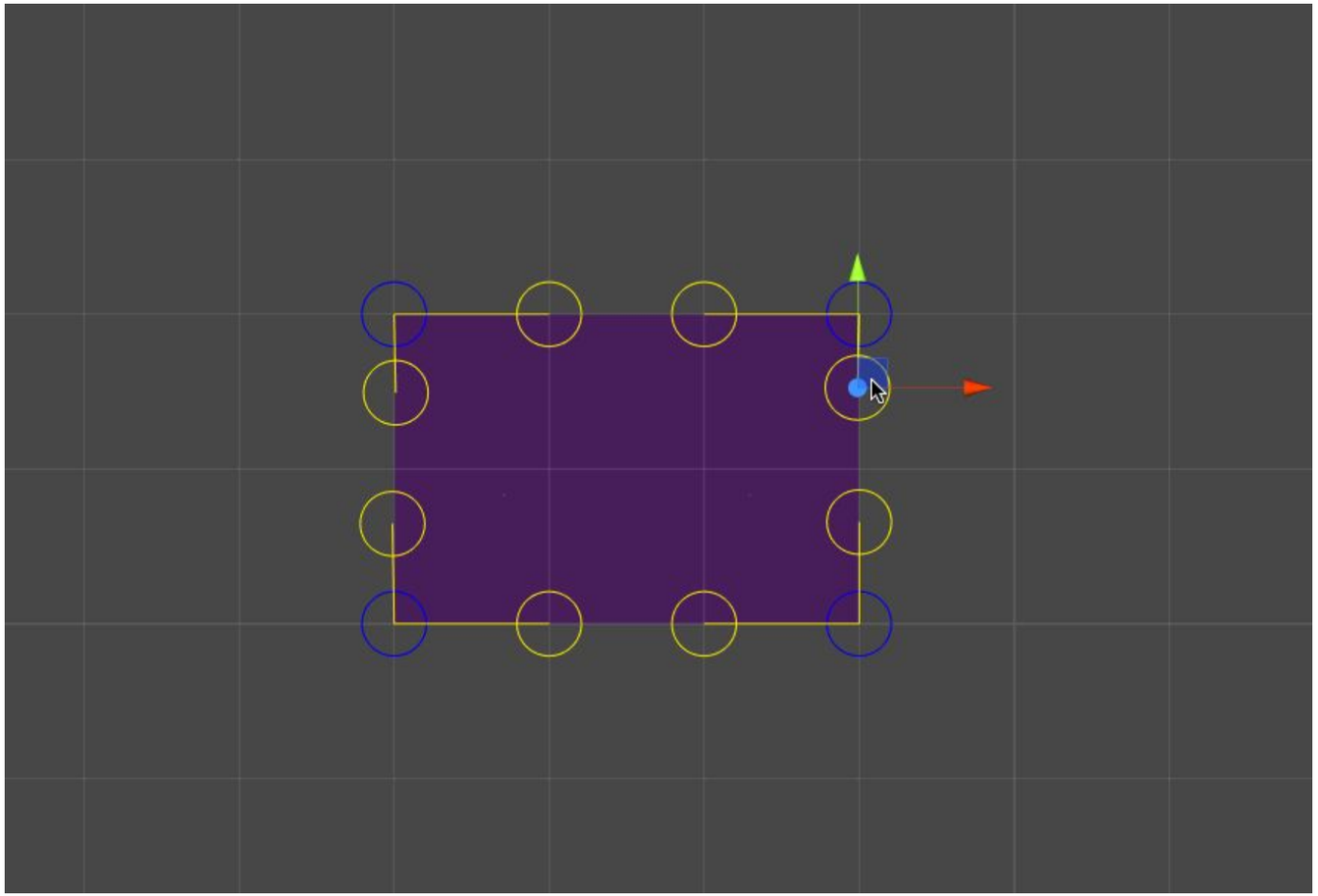
1
67
0



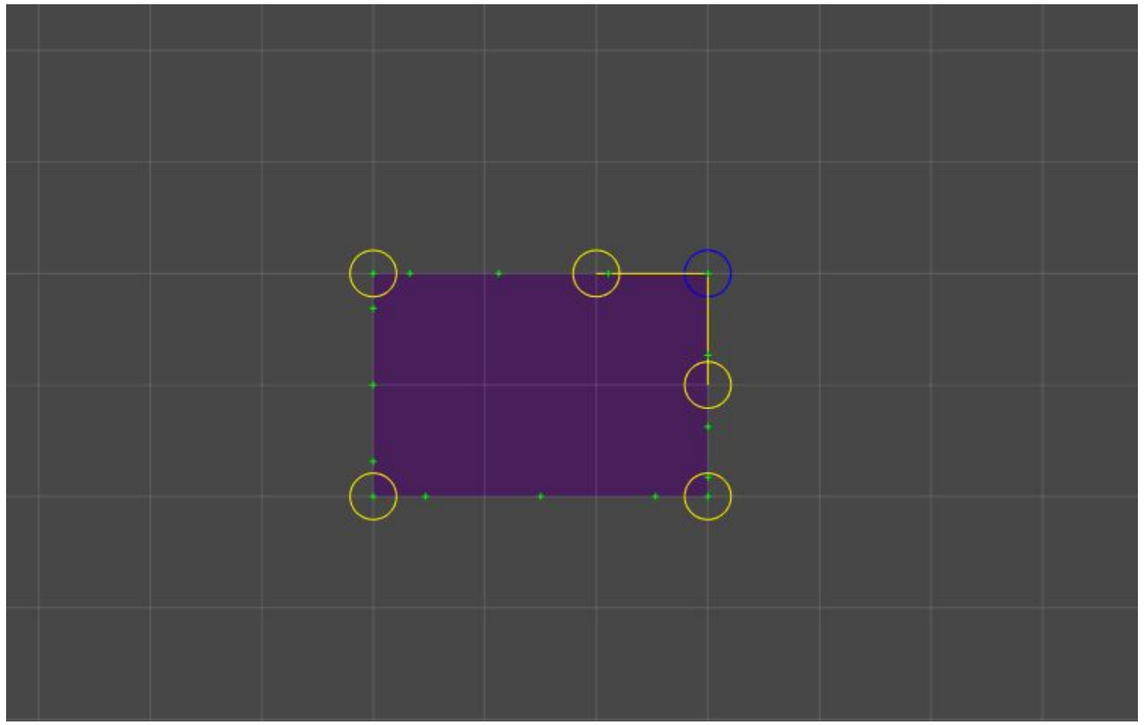


What if you used Bezier Curves?

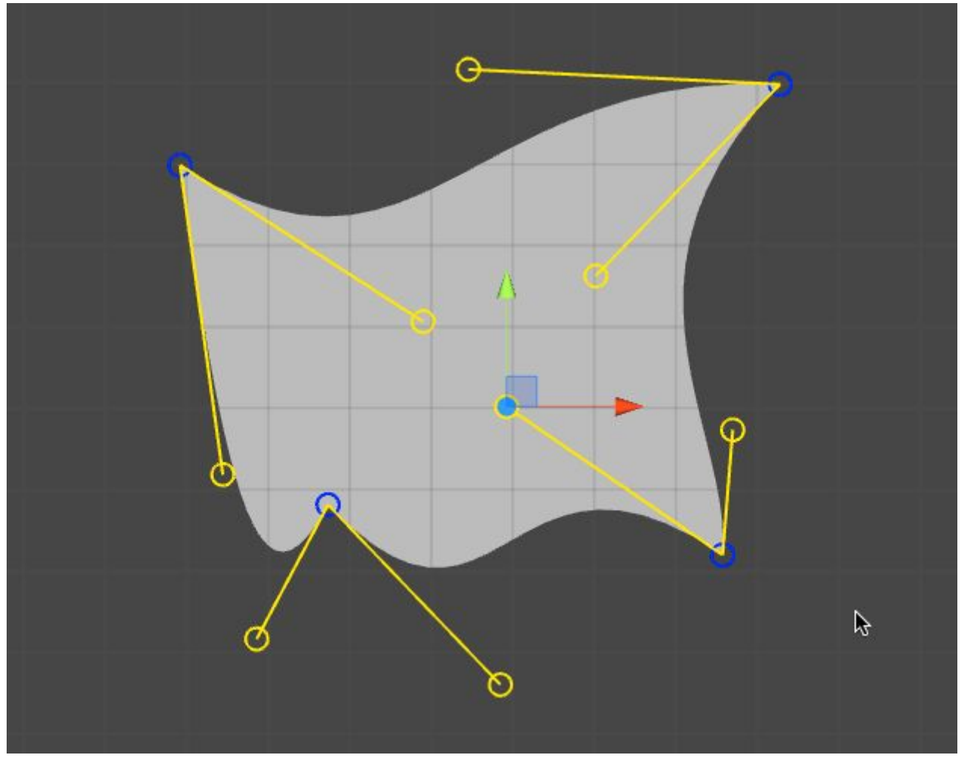


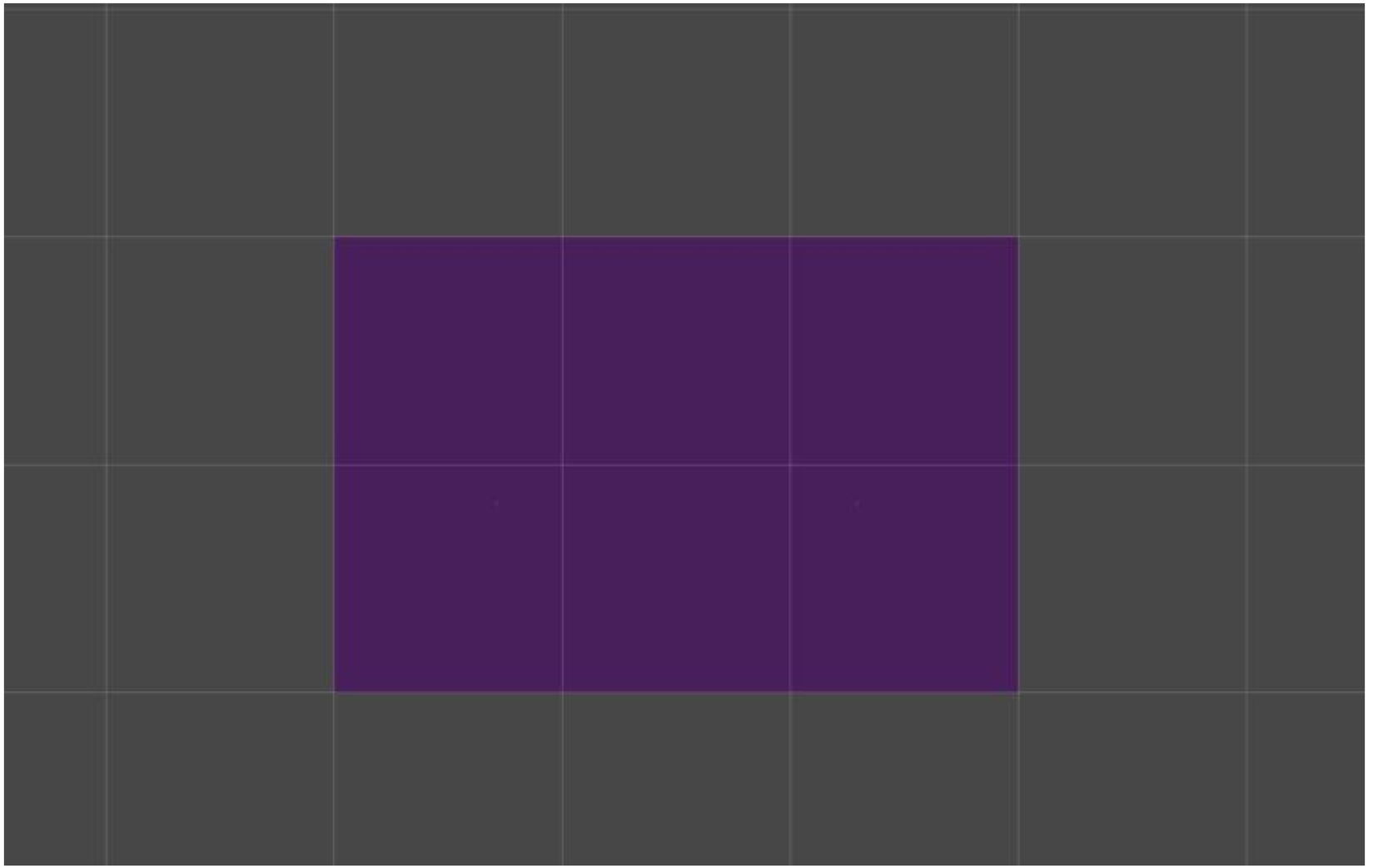


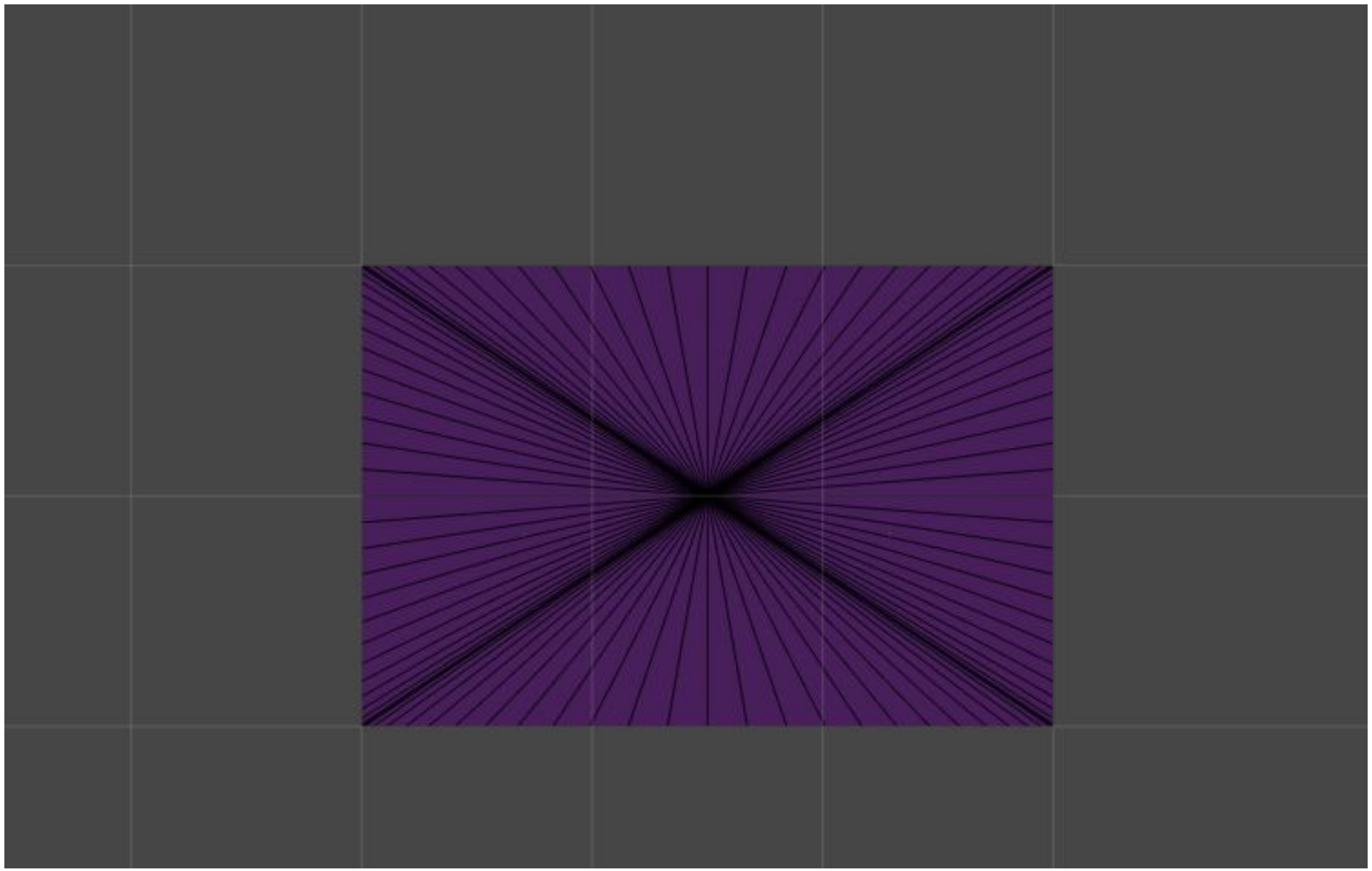
Creating the mesh

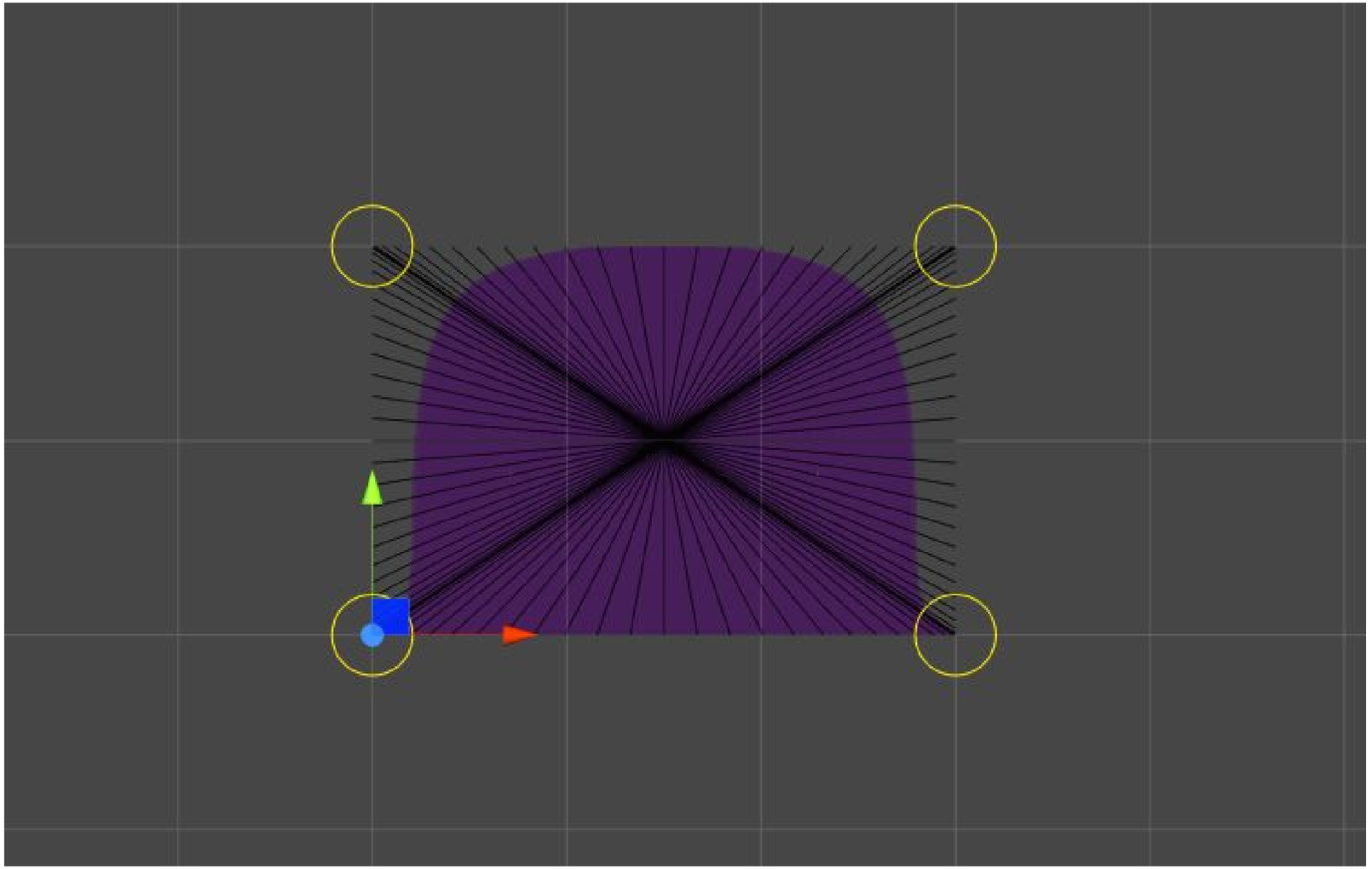


Triangulation



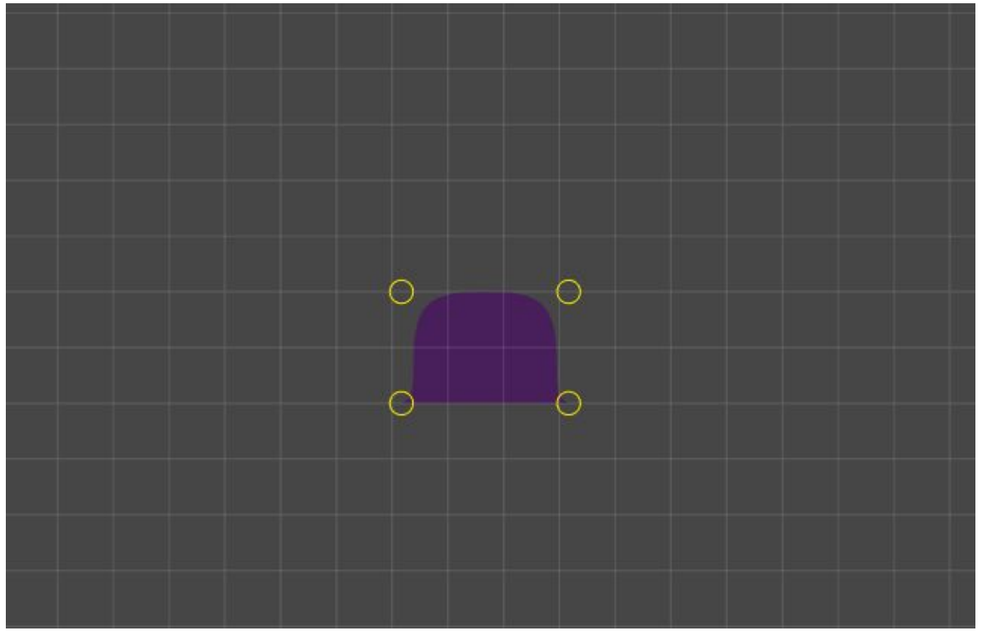




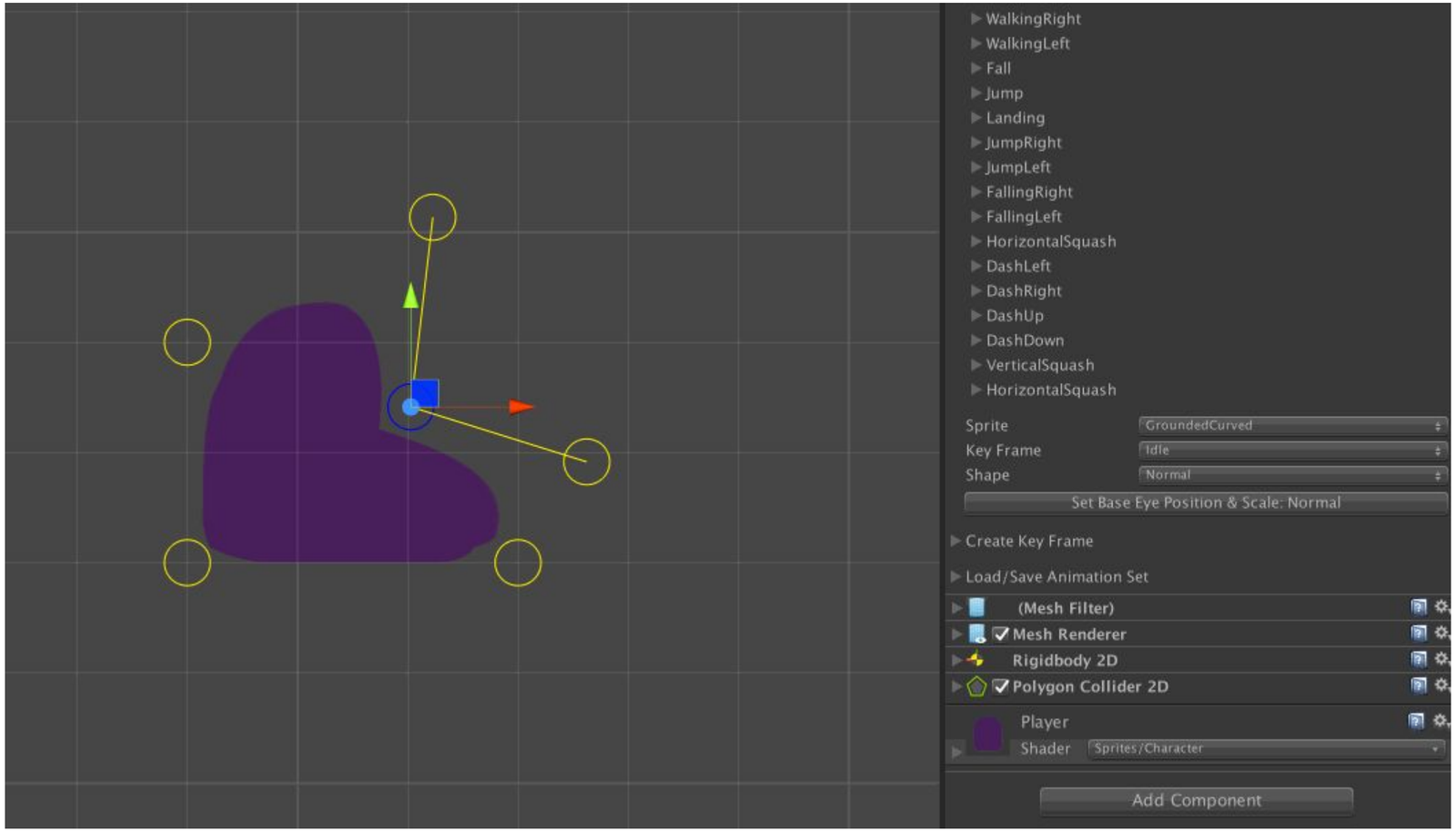


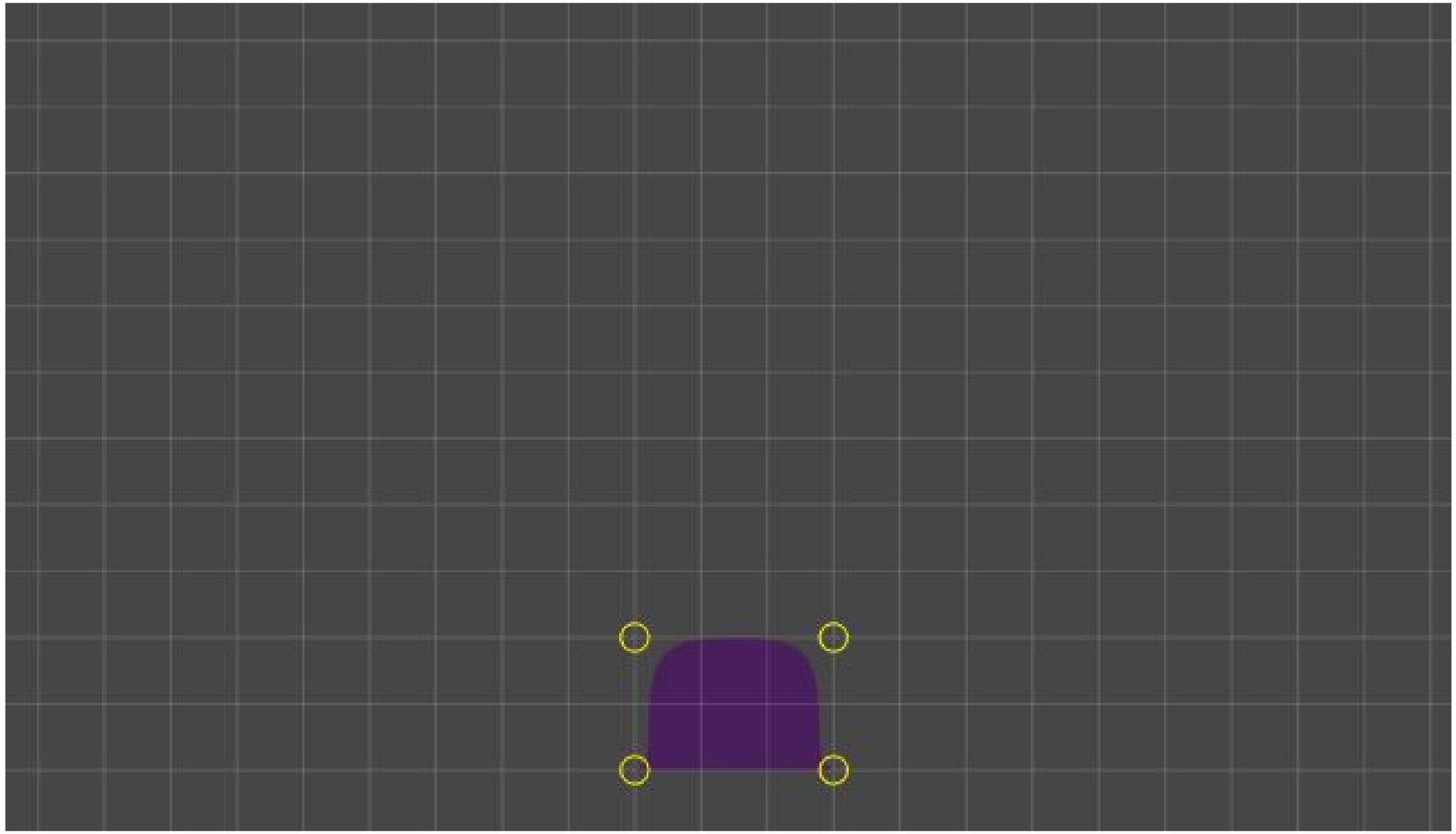
Procedural Animation?

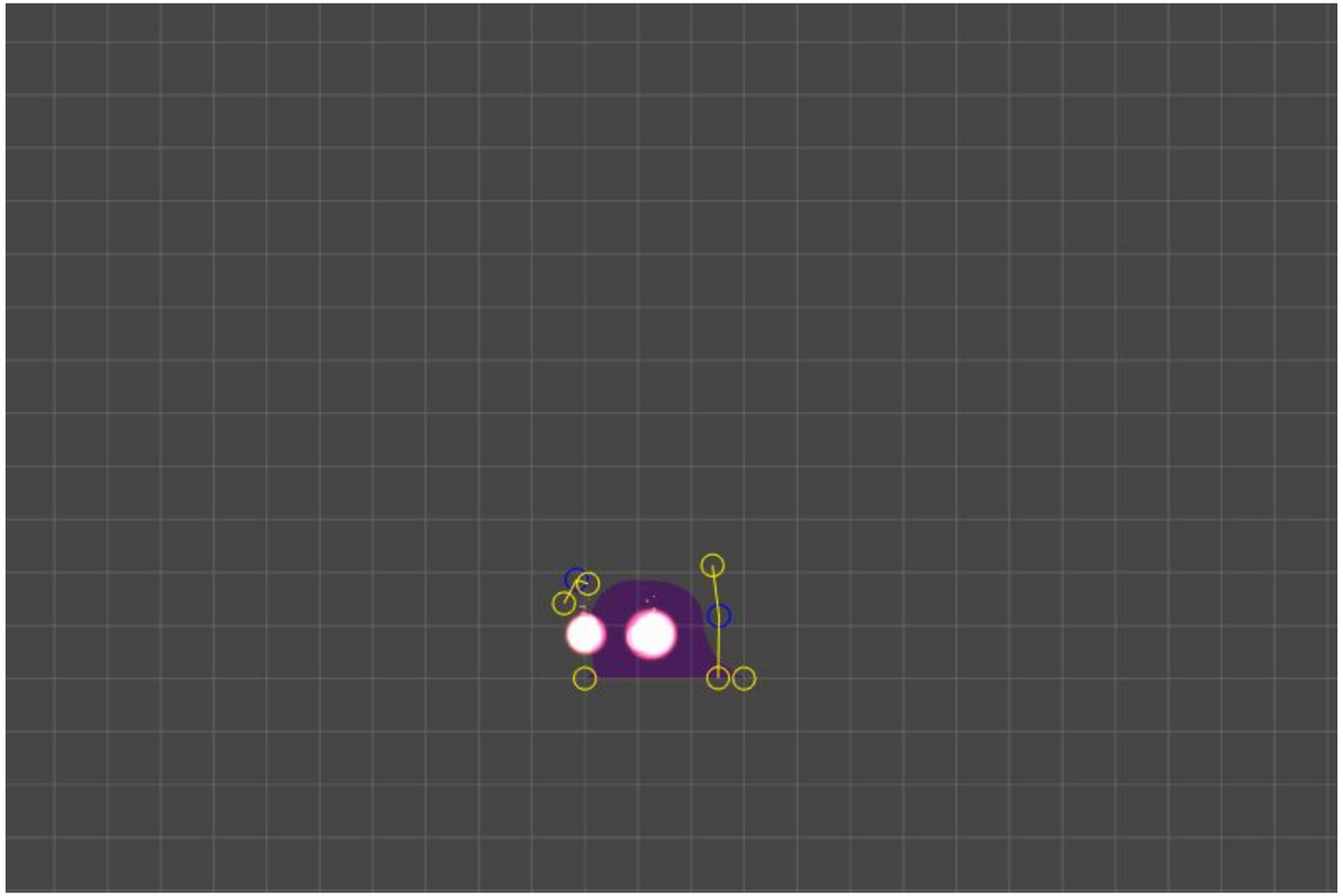
$$\frac{\mathrm{d}^2x}{\mathrm{d}t^2} + 2\zeta\omega\frac{\mathrm{d}x}{\mathrm{d}t} + \omega^2(x - x_t) = 0$$



Numeric springing!


WalkingRight
WalkingLeft
Fall
Jump
Landing
JumpRight
JumpLeft
FallingRight
FallingLeft
HorizontalSquash
DashLeft
DashRight
DashUp
DashDown
VerticalSquash
HorizontalSquash
Sprite
GroundedCurved
Key Frame
Idle
Shape
Normal
Set Base Eye Position & Scale: Normal
Create Key Frame
Load/Save Animation Set
(Mesh Filter)
Mesh Renderer
Rigidbody 2D
Polygon Collider 2D
Player
Shader
Sprites/Character
Add Component





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@cukiakimani