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However, animation applied to the top-level object is regarded as root motion. By default, root motion is enabled for the character, which means that it will move when the animation plays. You can, however, disable root motion, causing the character to walk in place, that is, walk without moving anywhere.

Root motion - Unity Animation Essentials

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These are all questions that are asked by someone who is looking to pursue 3D animation as a career or hobby and are reasons this book was written. The answers to these questions are not always easy to find and definitely not in one location, so this book can be used as a reference to answer your personal questions about the animation industry.

Introduction - 3D Animation Essentials [Book]

Unity Learn provides award-winning free tutorials, sample projects, and full courses for mastering real-time 3D development skills with Unity Learn to make video games, VR, AR, and more.

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Unity 5 is a great starting point for game developers looking to develop stunning and robust games. Starting with a refresher on the basics of Unity 5, this book will take you all the way through to creating your first custom game. By the end of the book, you will understand how to work with all the aspects of Unity 5.

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