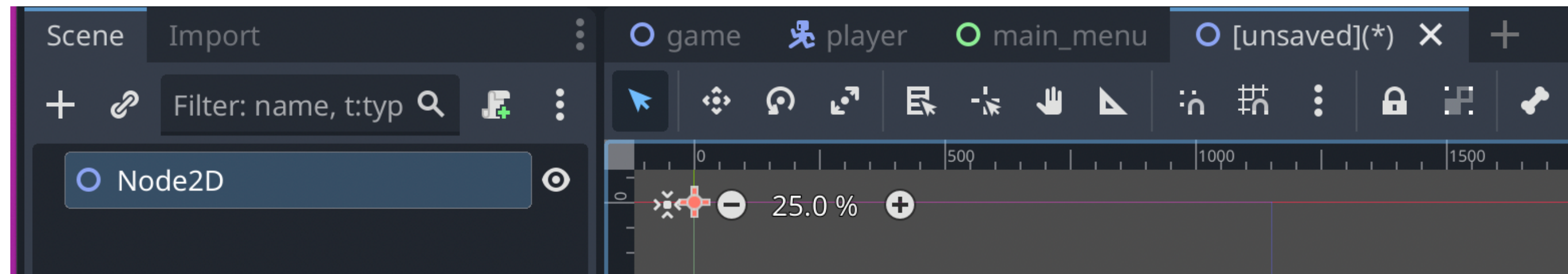
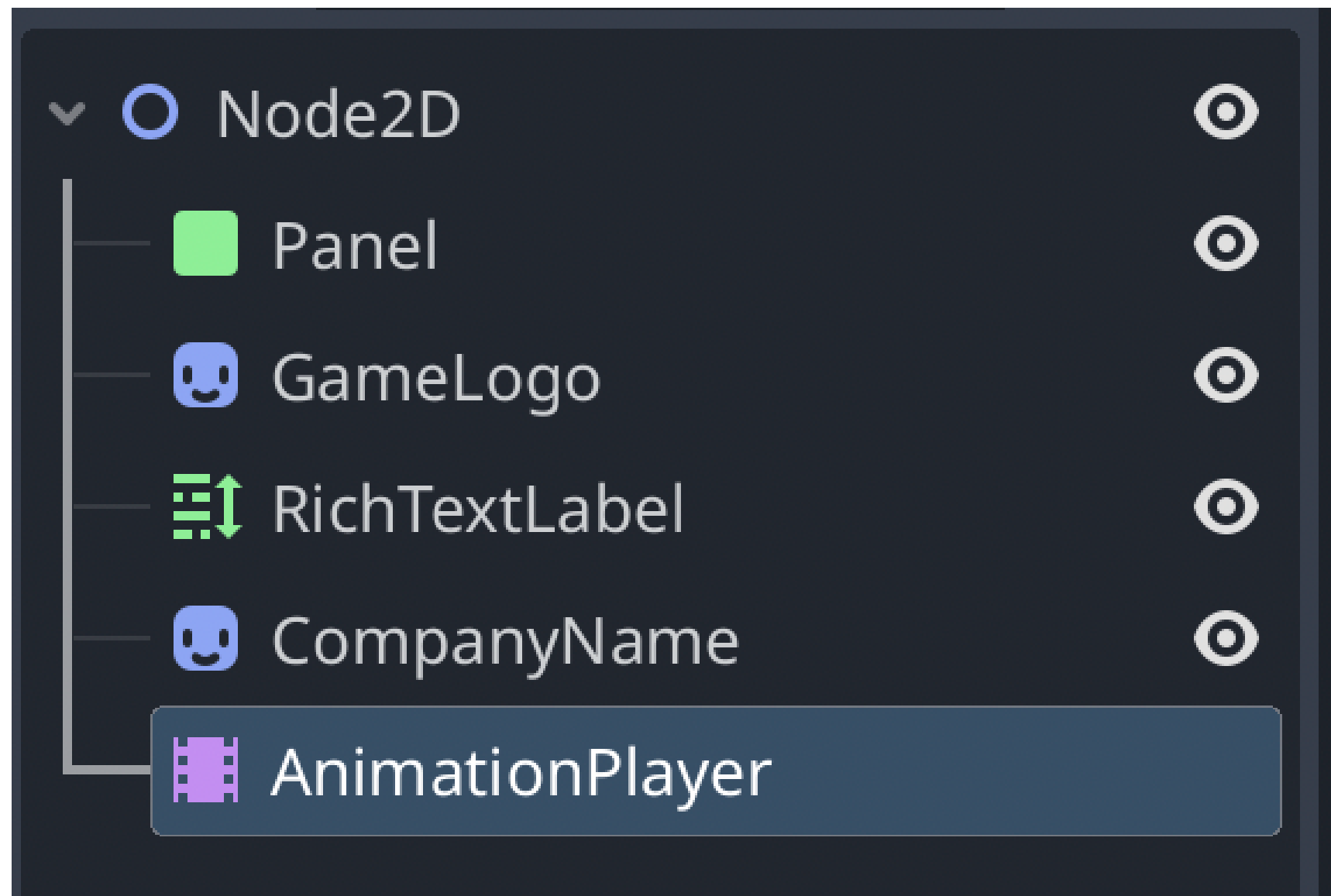


CUT SCENE!



Create a New Scene,
Choose Node2D



Panel - A Background

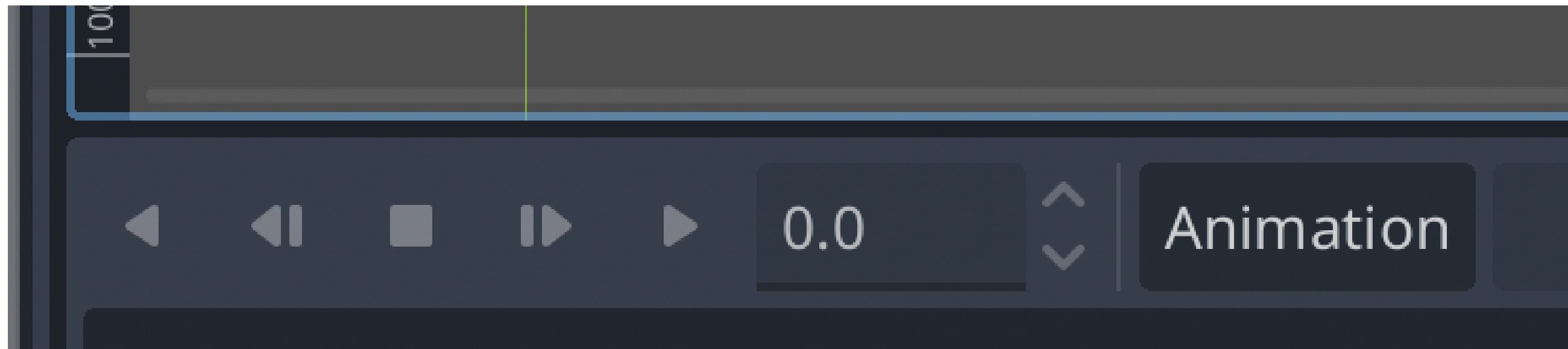
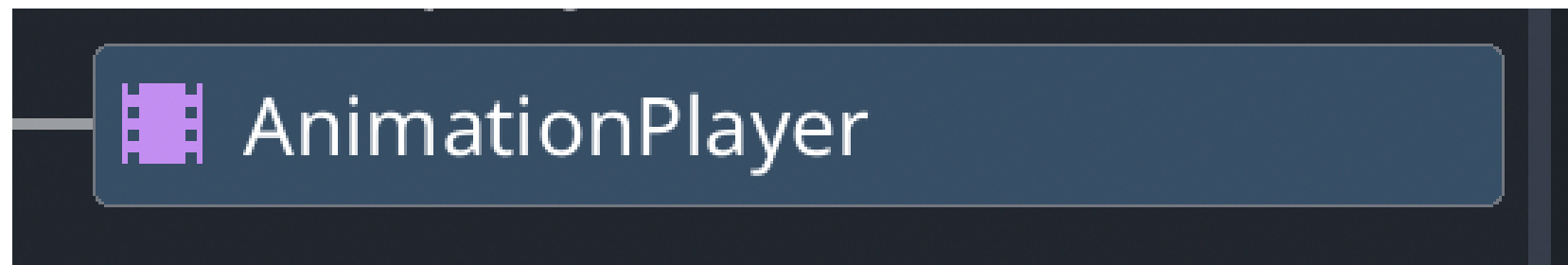
GameLogo - your logo

RichTextLabel - your written story

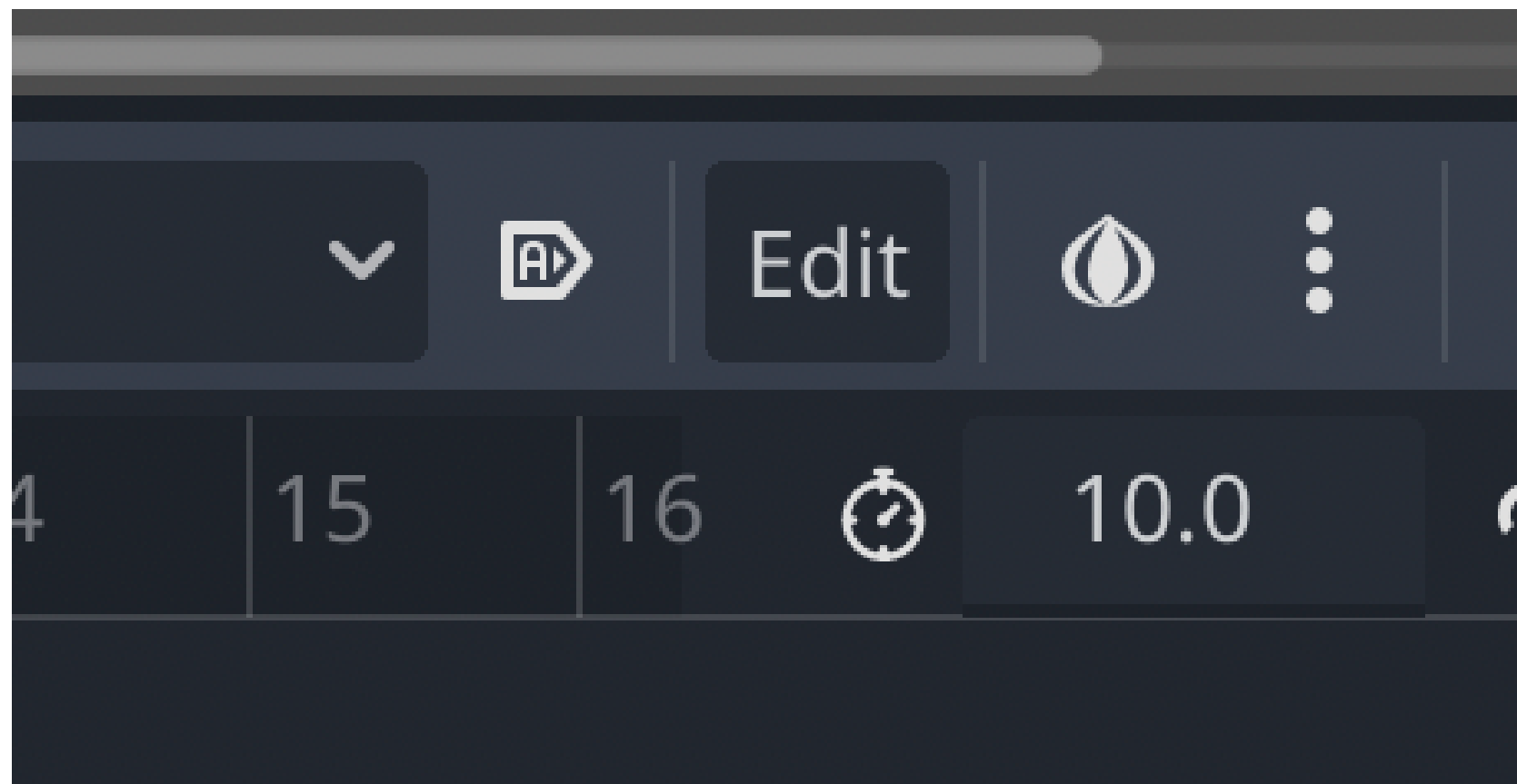
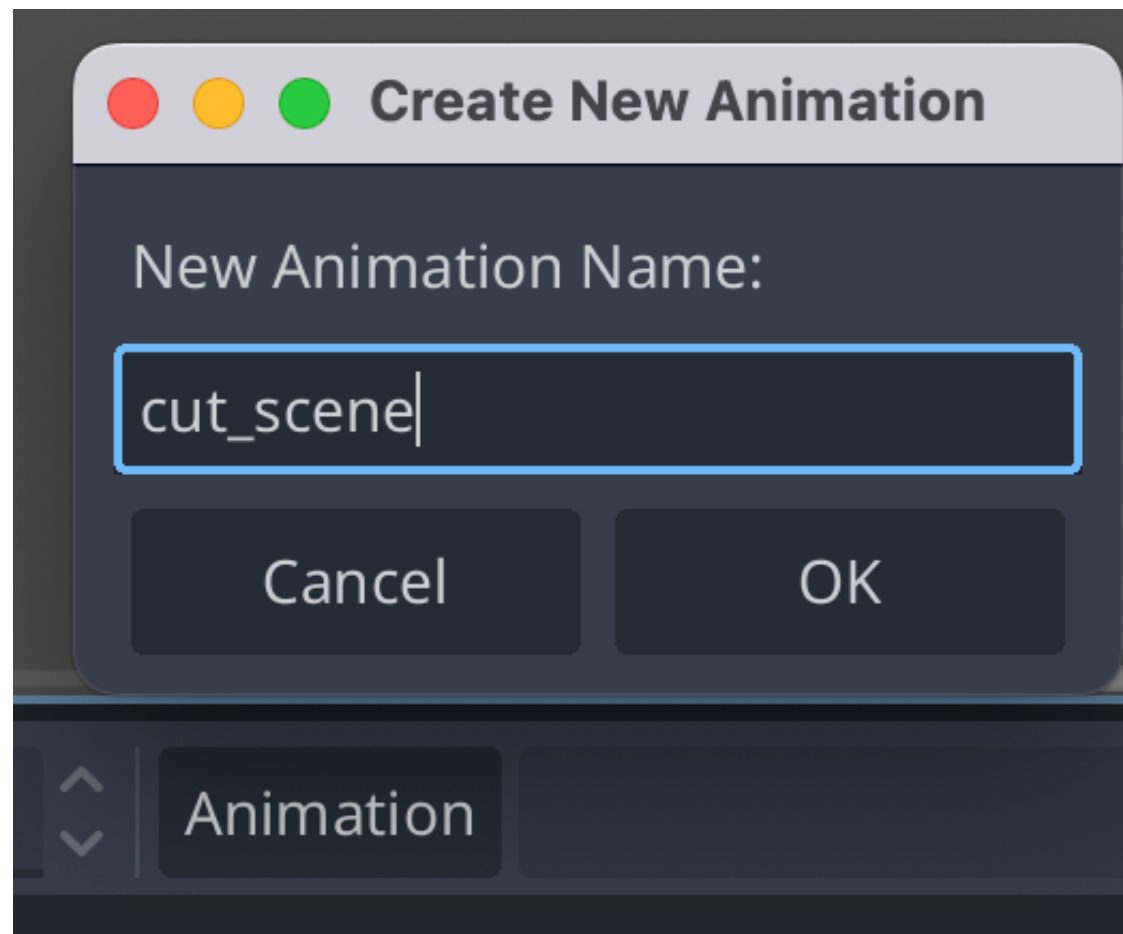
CompanyName - your company
logo

AnimationPlayer - what will
control everything

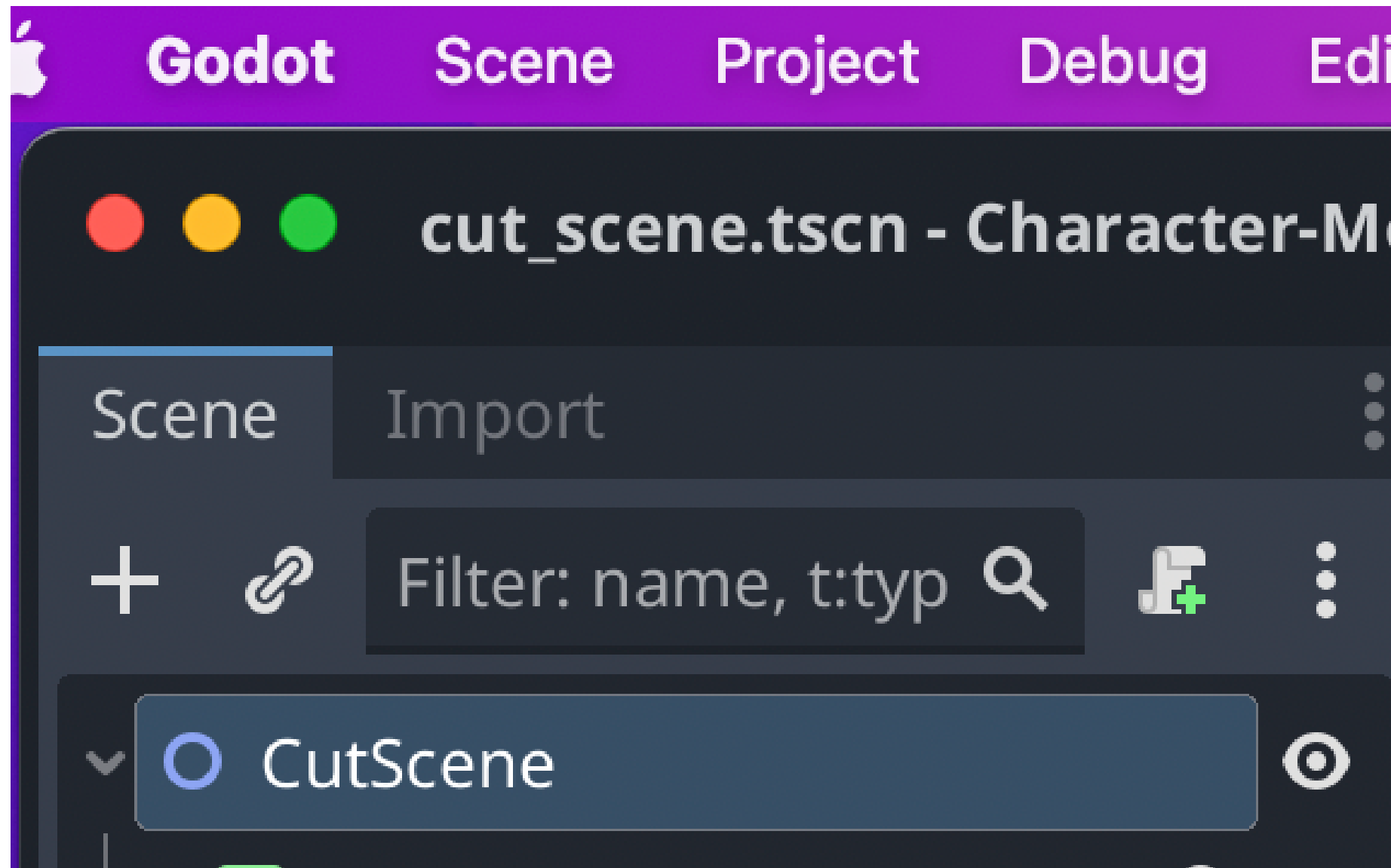
Eventually, this cut scene will have many objects. Create your assets first.



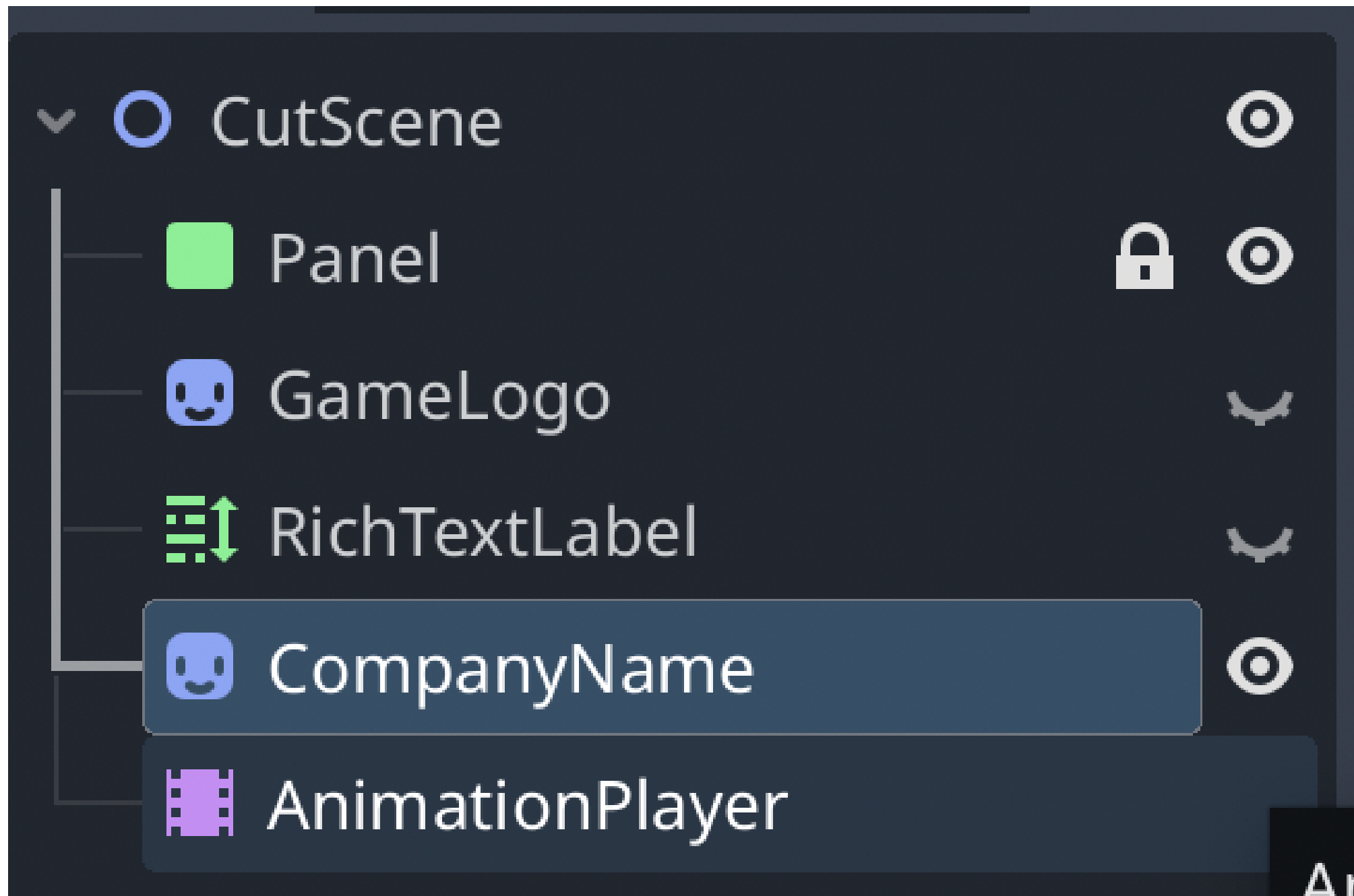
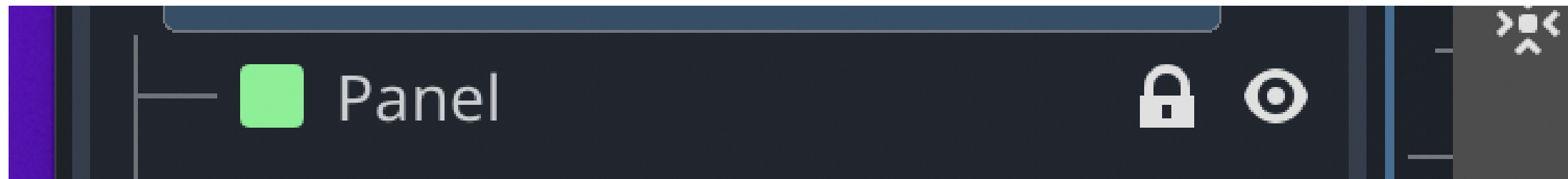
The AnimationPlayer will be the controller of all objects. Press the Animation button and name it cut_scene



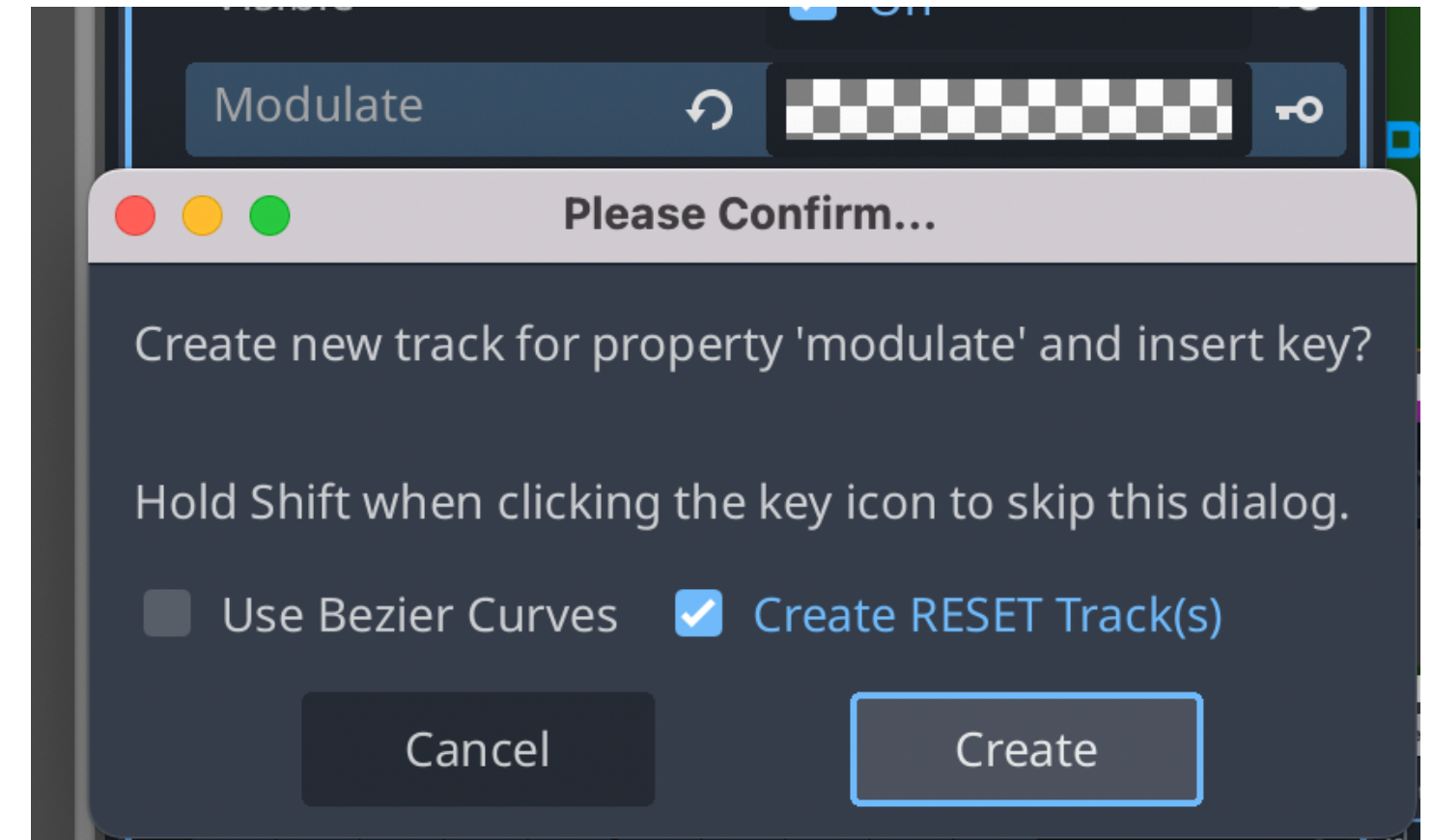
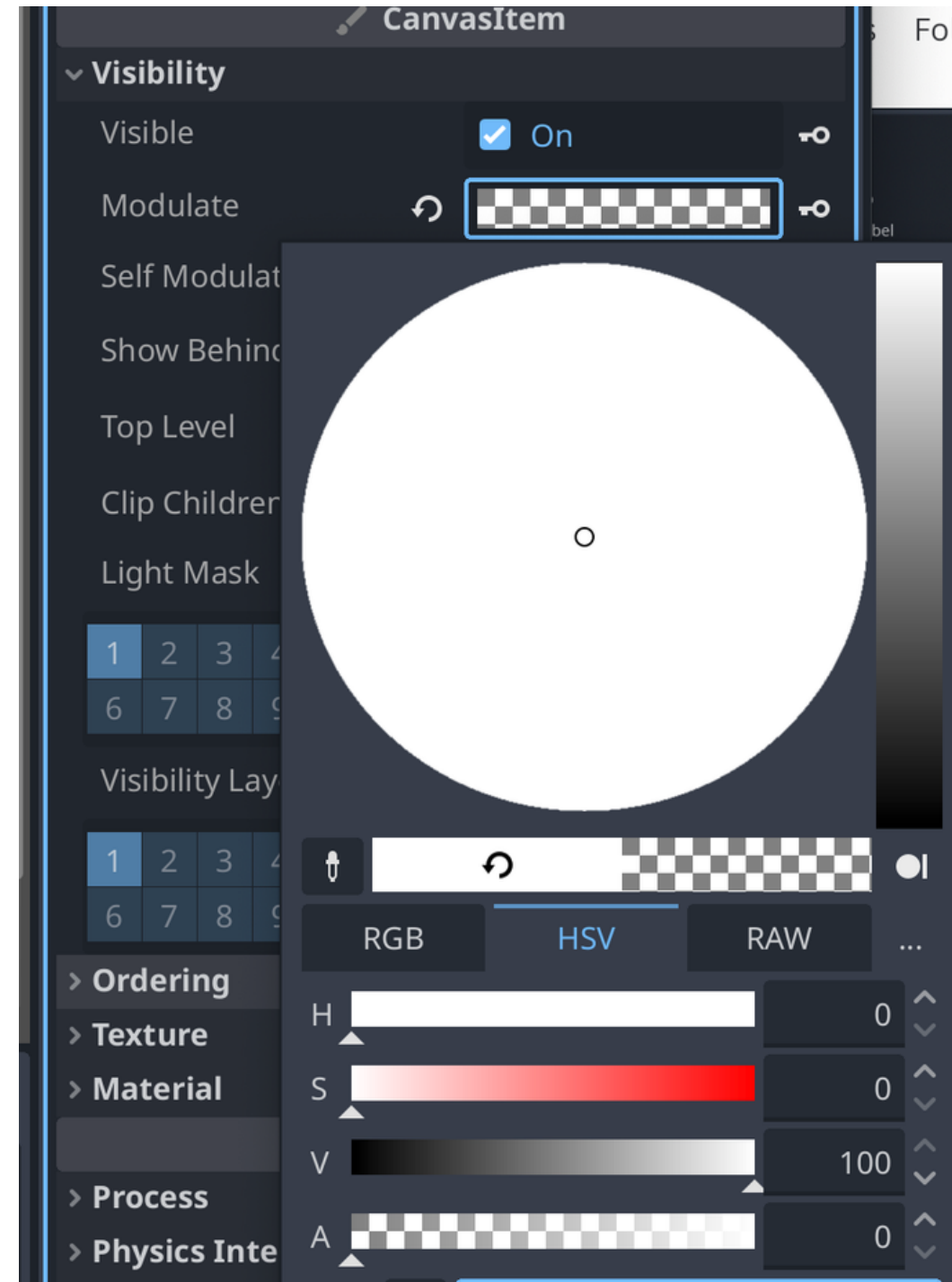
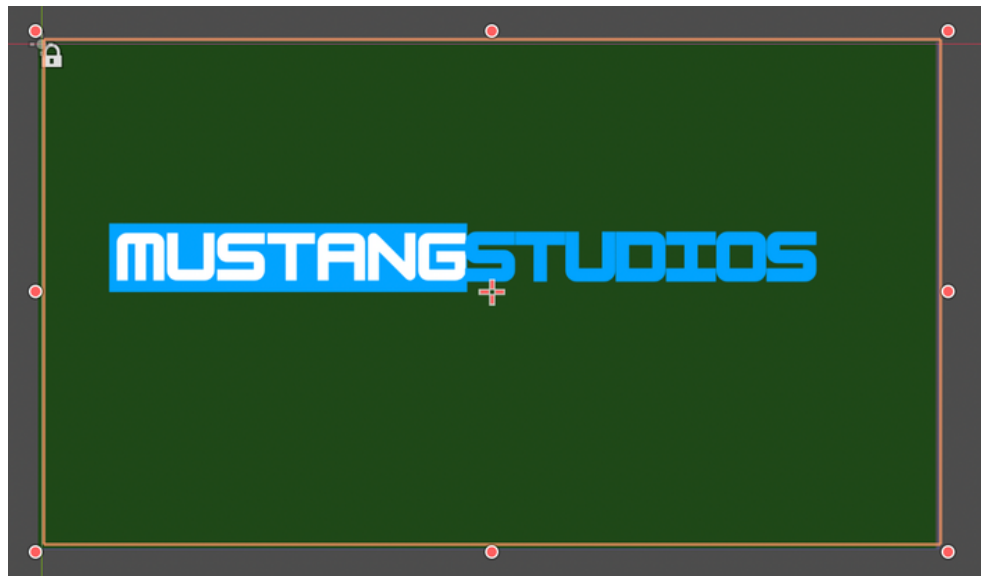
Change the length.
10 seconds should
be a minimum.
You can make your
cut scene longer.
We will end up with
a 30 second scene.



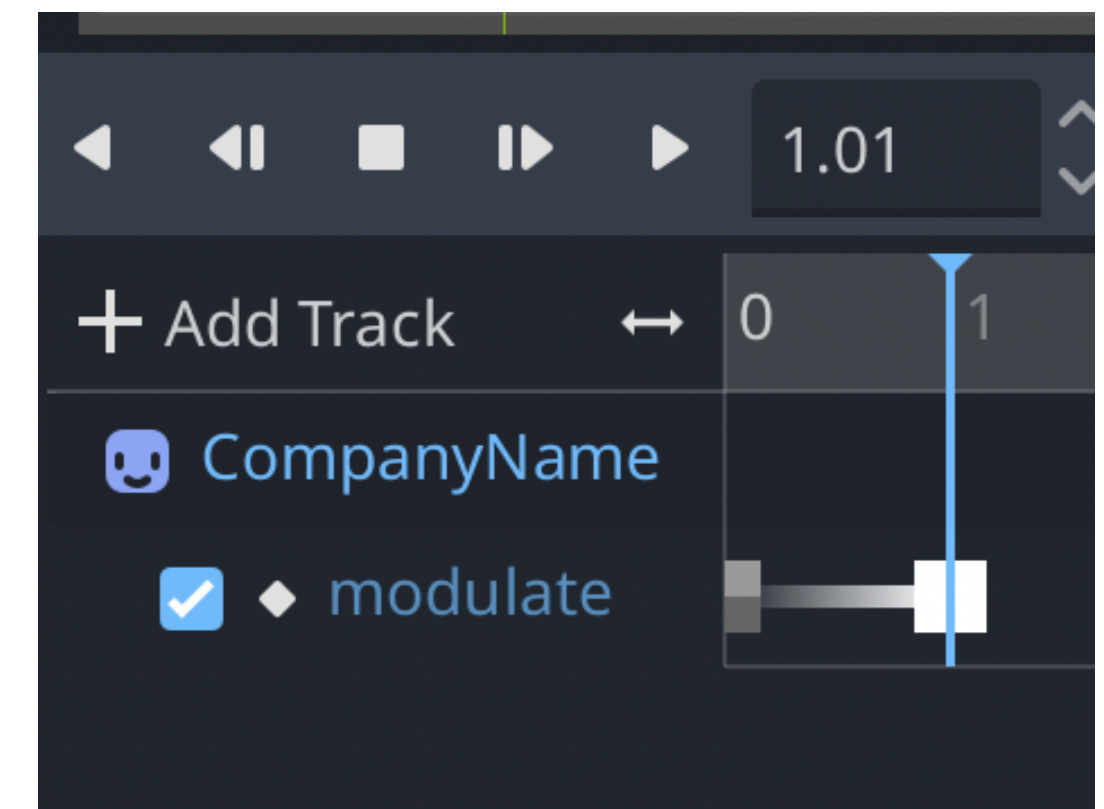
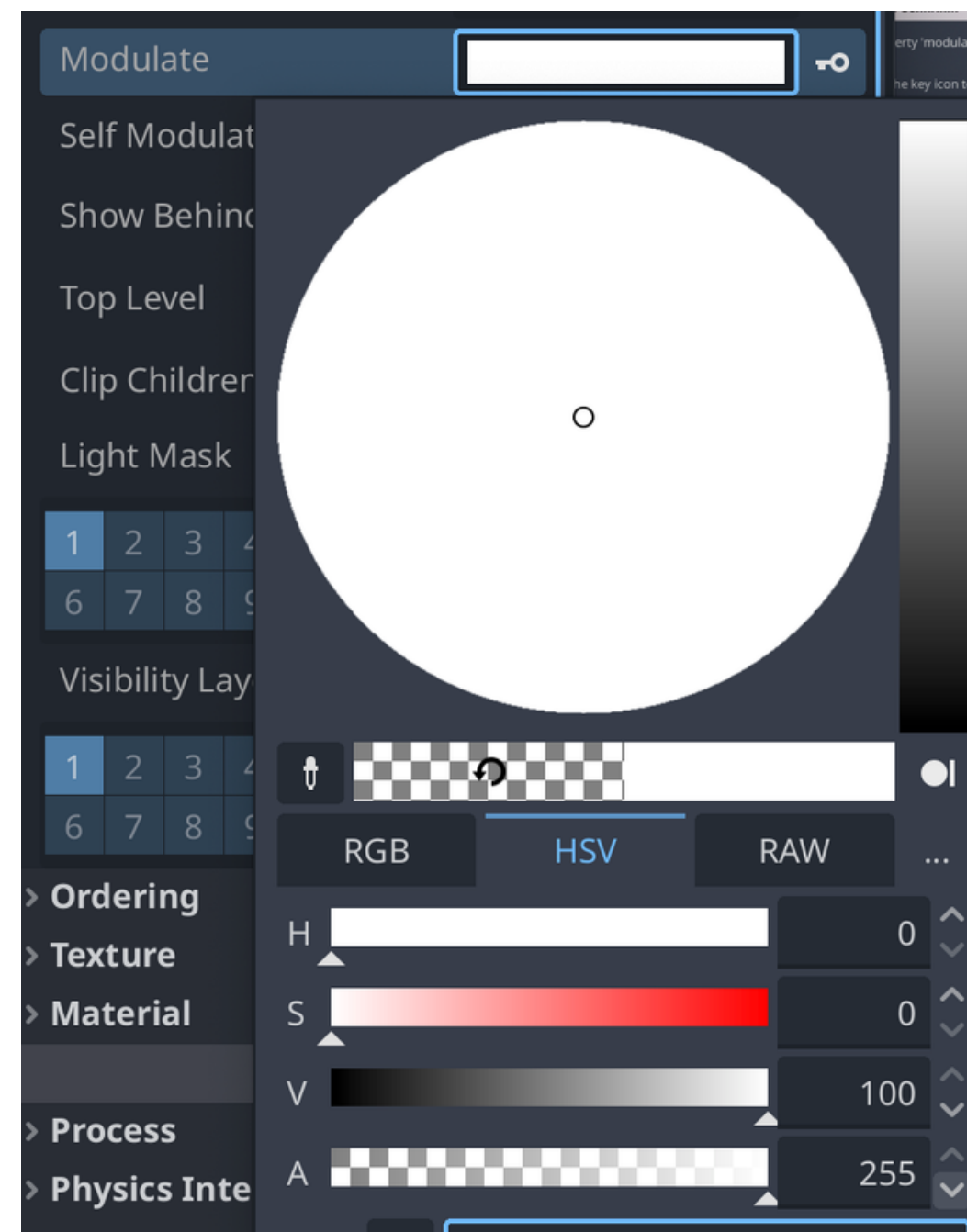
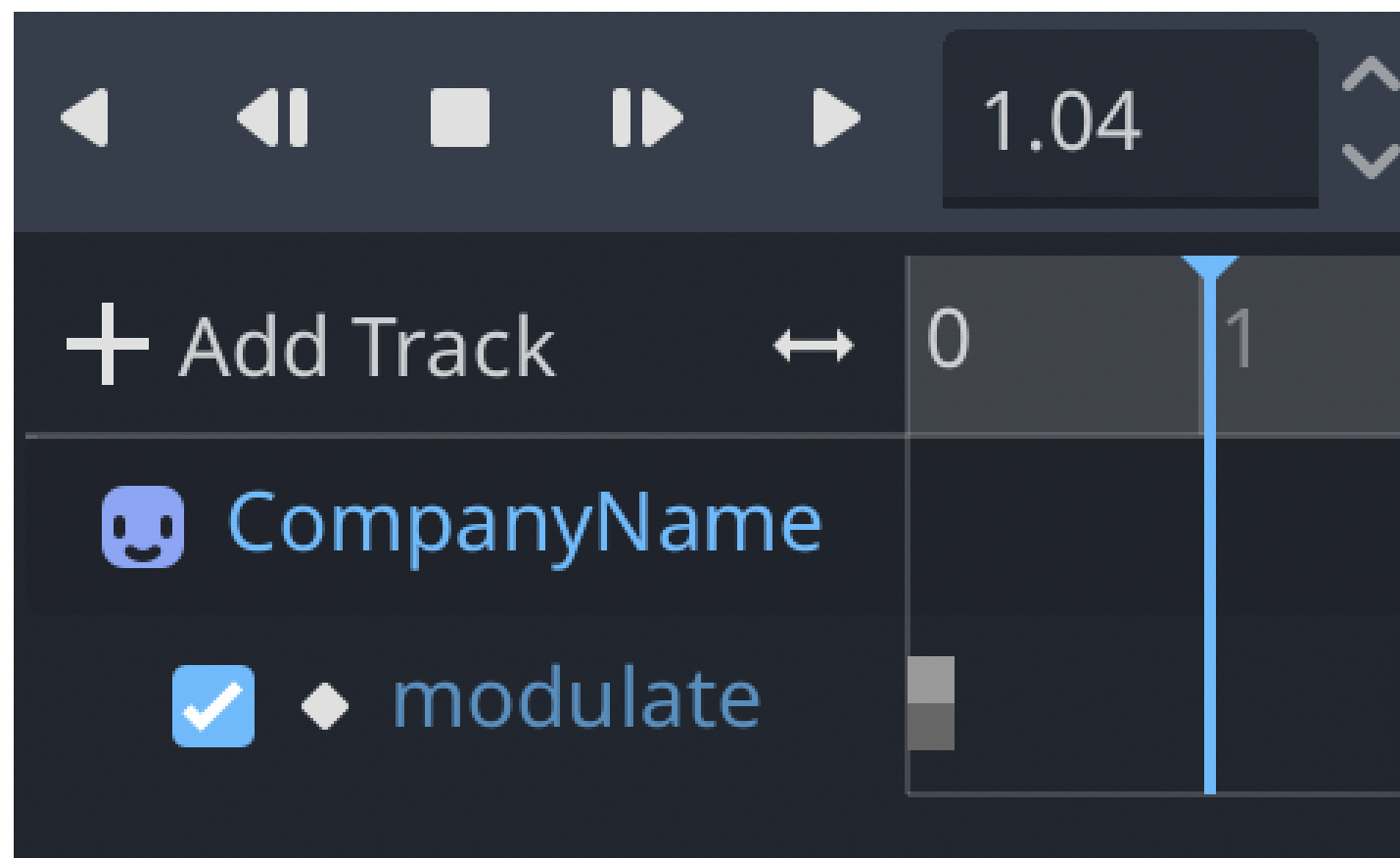
Name it
CutScene
and
Save it!



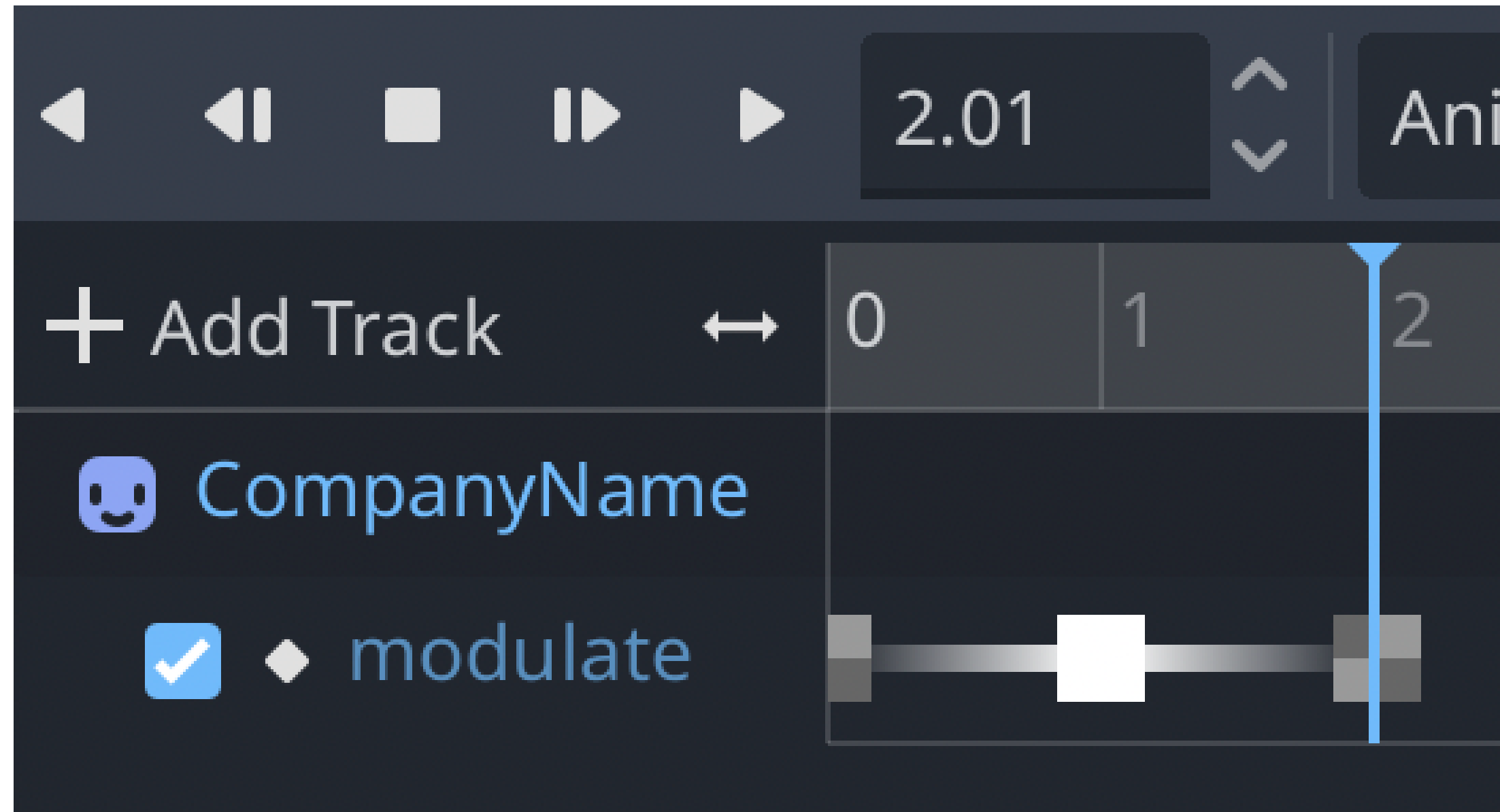
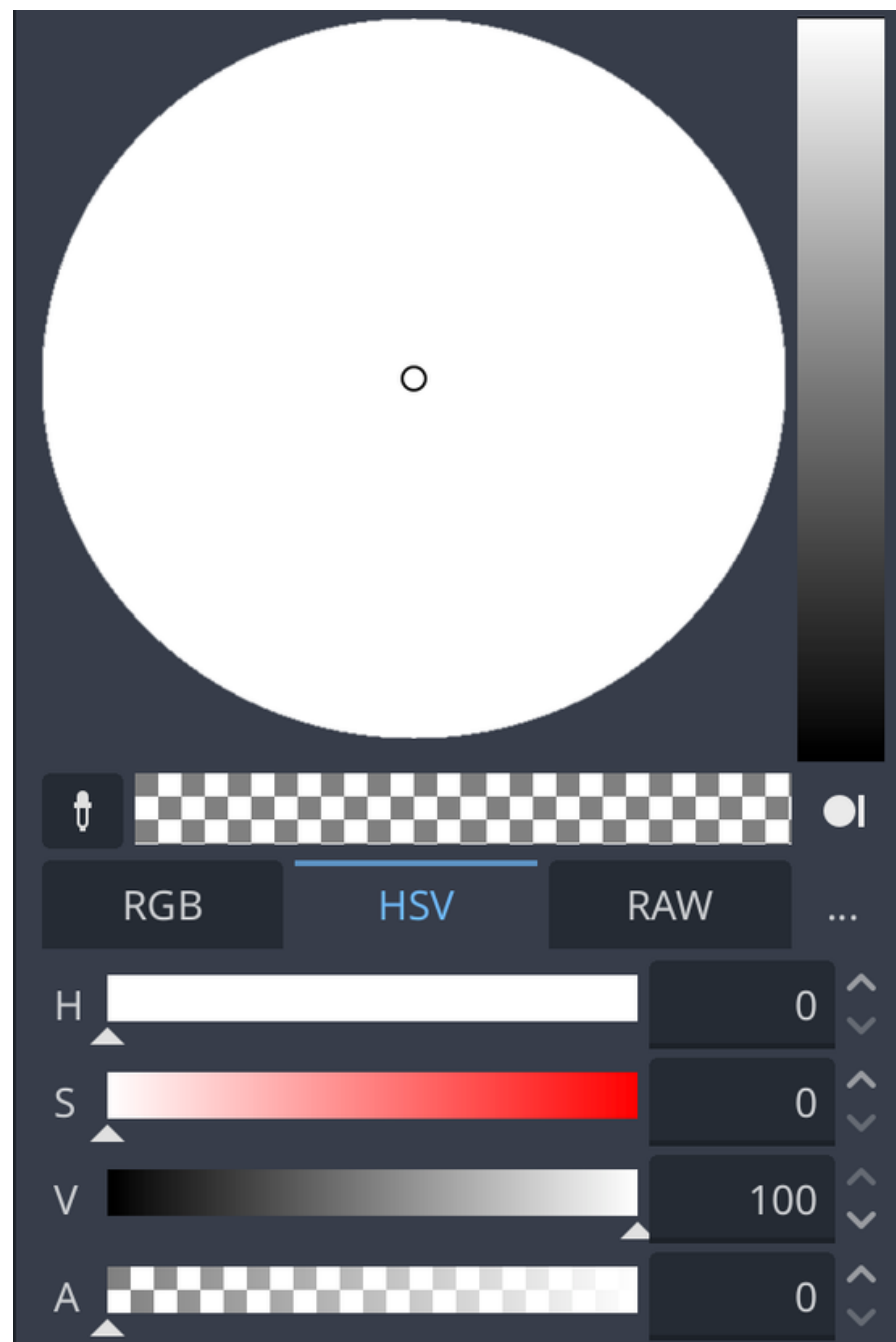
We will animate
the
CompanyName
first.



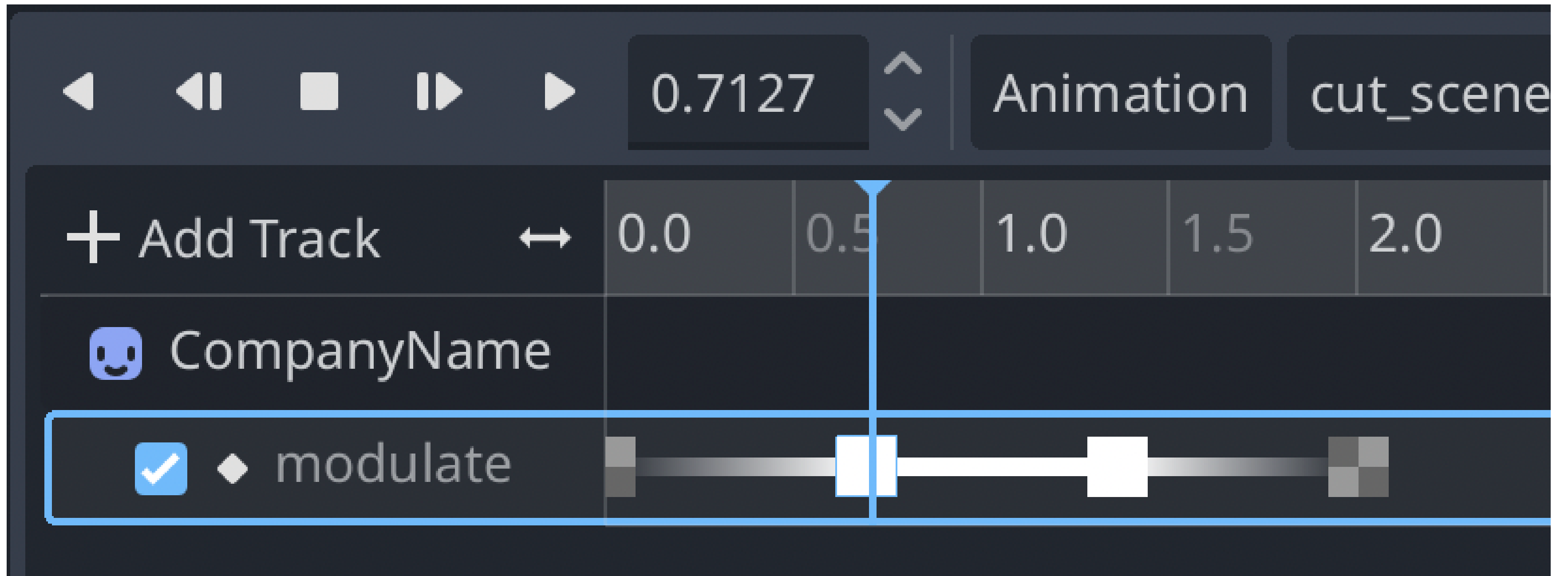
Click on the CompanyName node. We will make it fade in and out, go to Visibility > Modulate. Adjust the A slider under the colors. Press the KEY on Modulate to add it to the Animation Player.



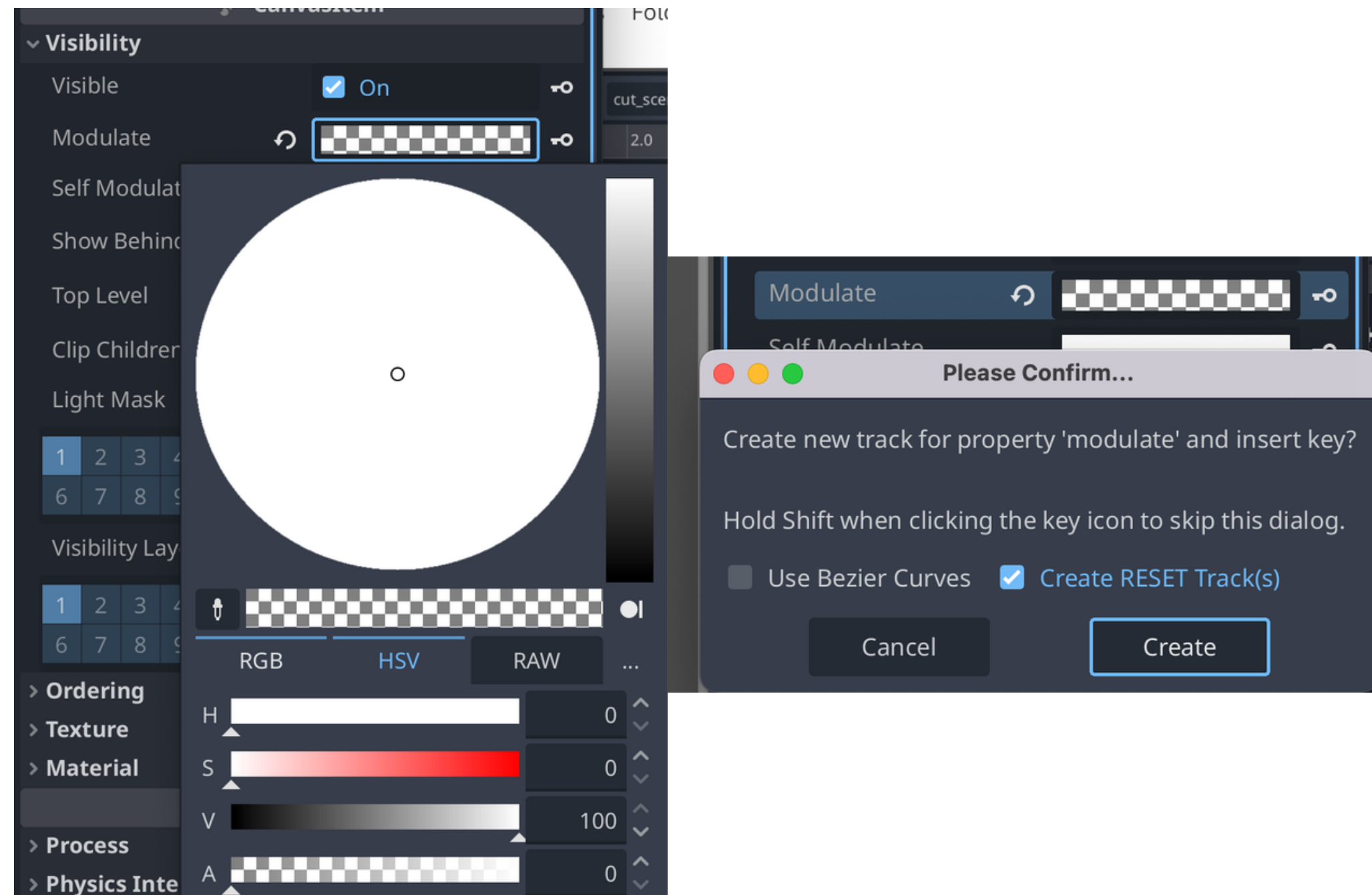
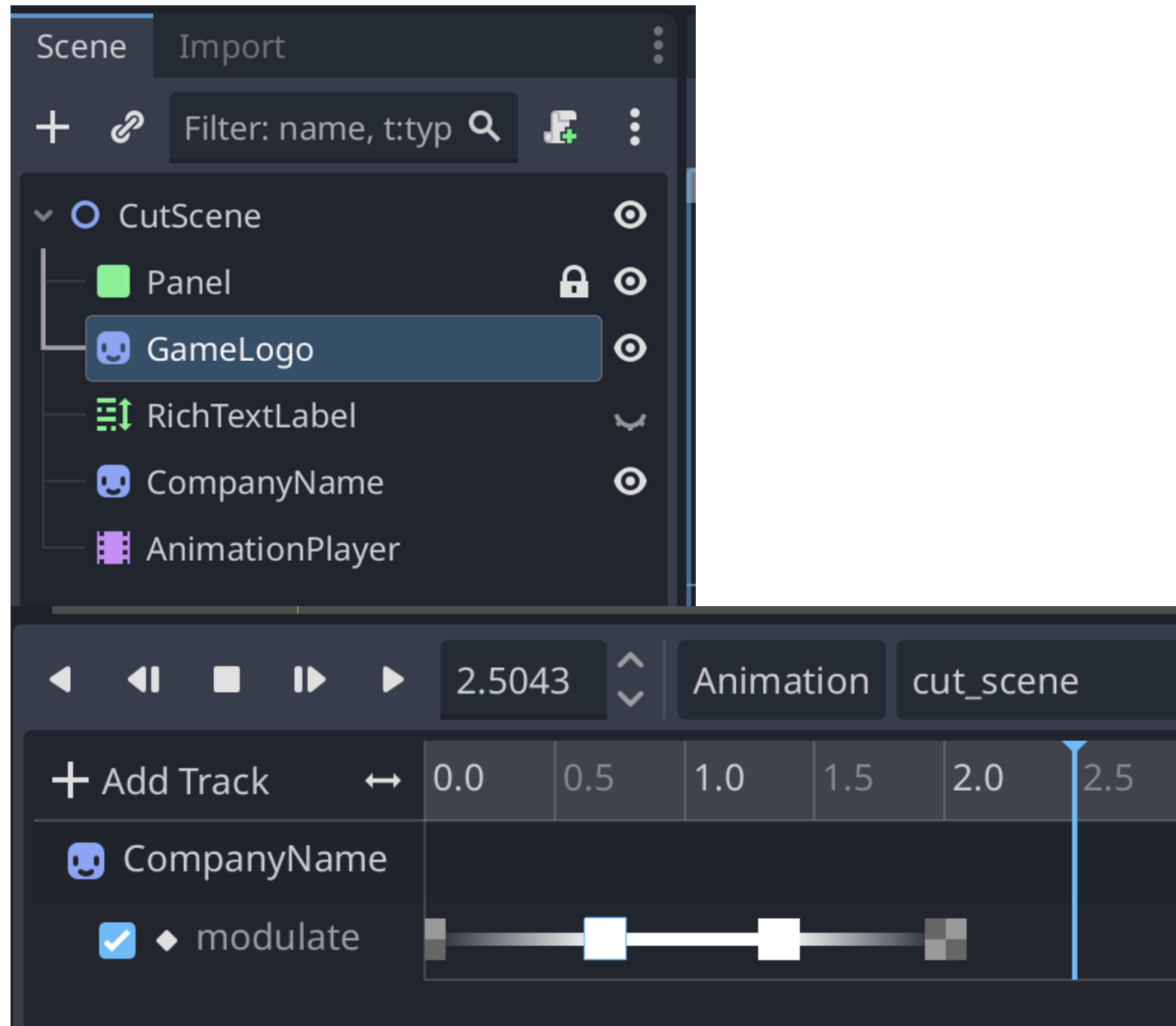
This creates an animation line that will control the visibility.
Slide the PLAYHEAD (blue line) and adjust the Visibility and press the KEY again.



Experiment with multiple KEYFRAMES, a good idea would be to make it FADE IN, HOLD, FADE OUT.

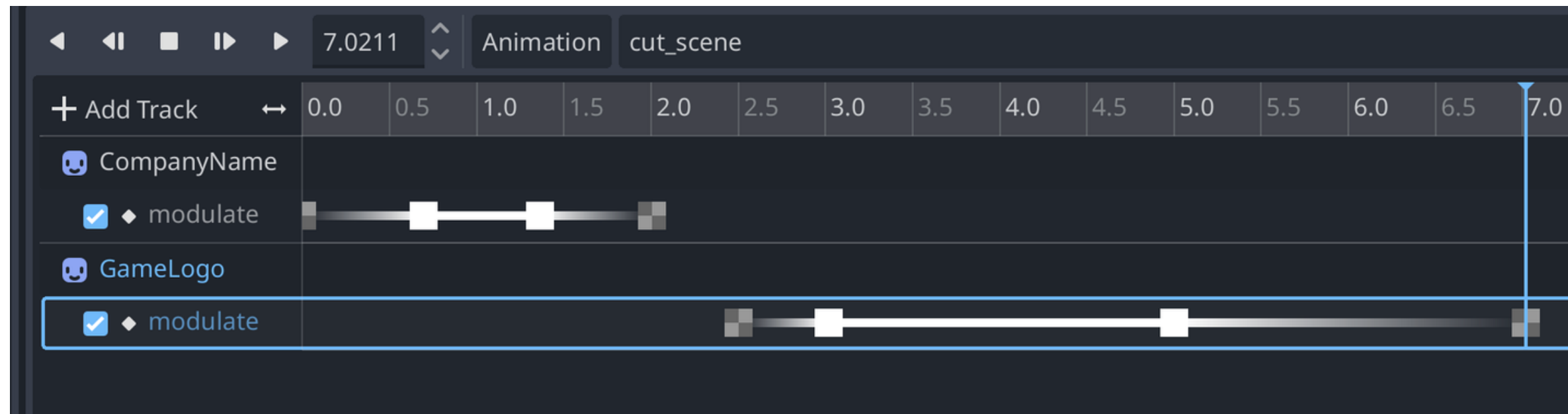
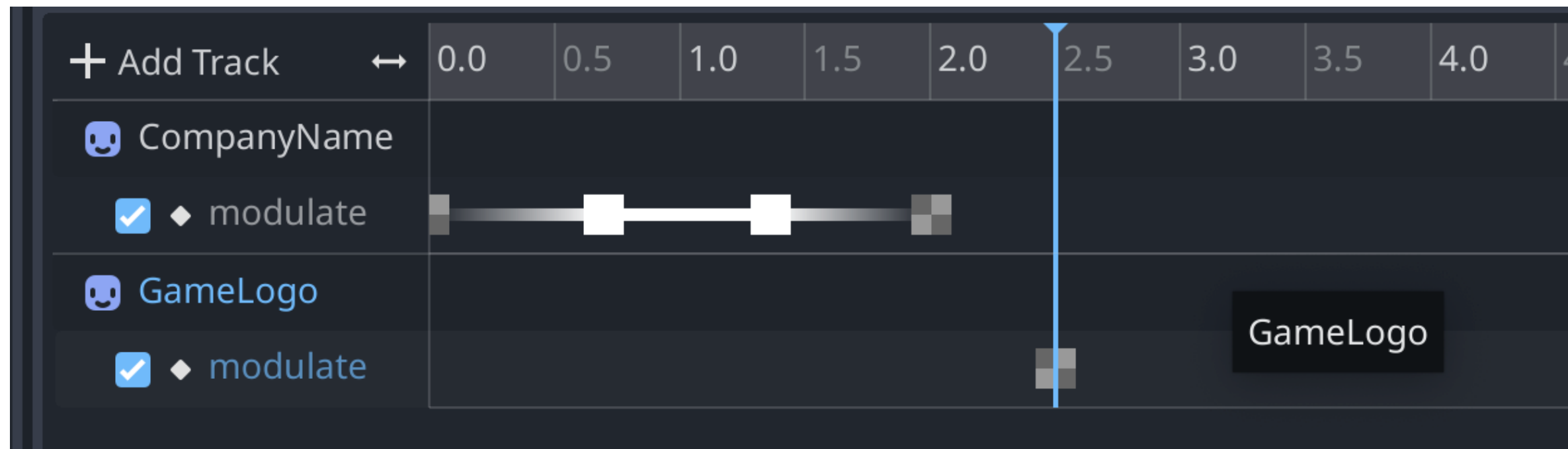


FADE IN > FULL VISIBILITY > HOLD > FADE OUT

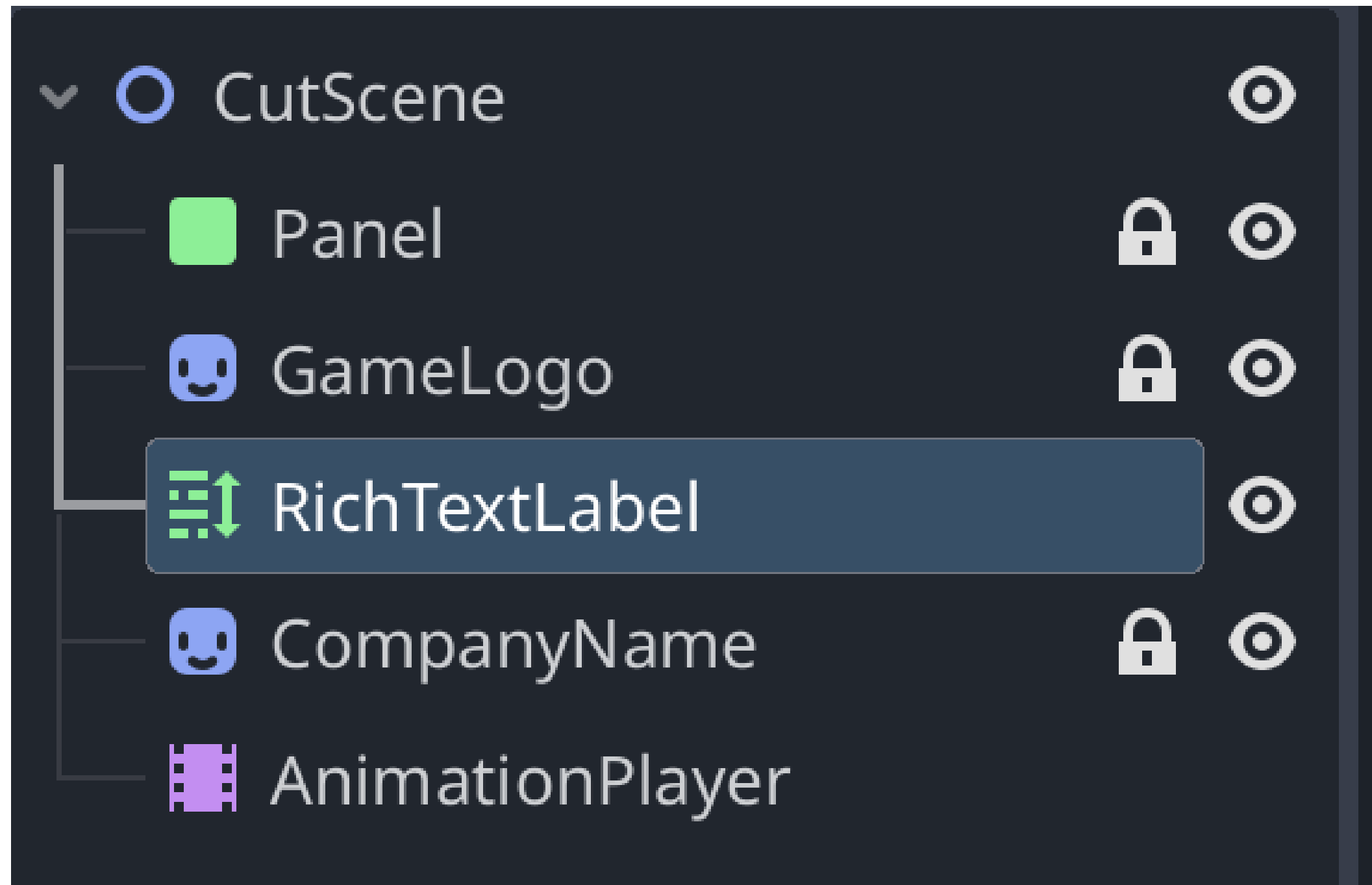


Slide the Play head past the Logo.
Now you can Animate the GAMELOGO using similar steps.

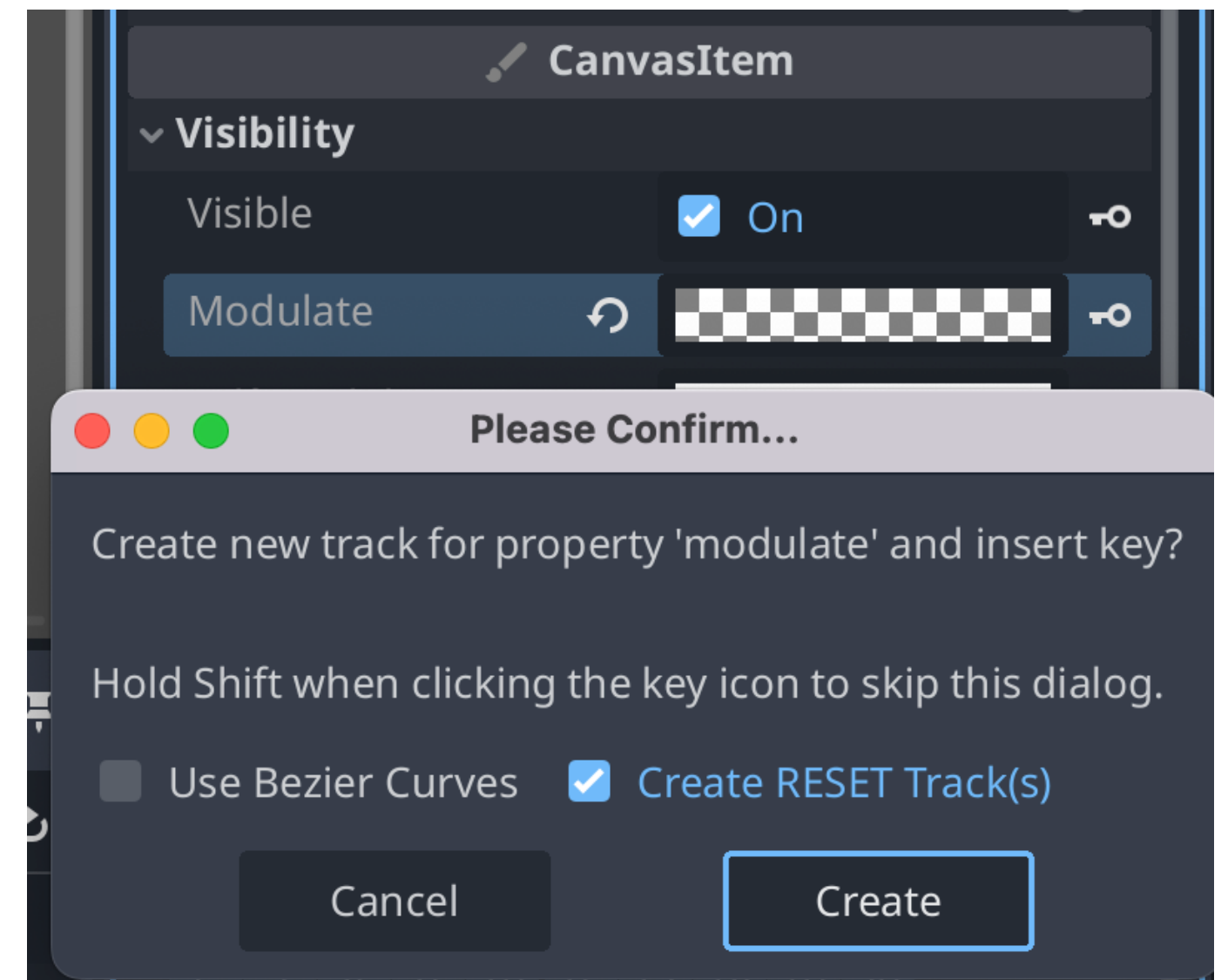
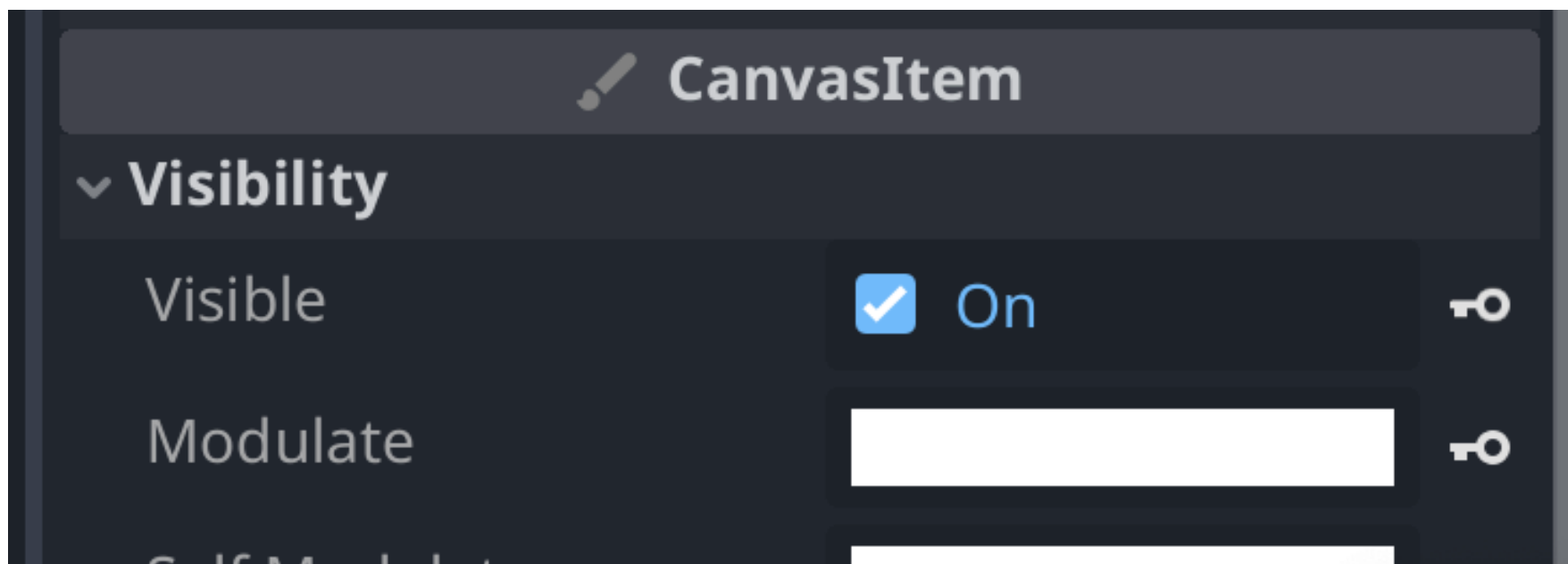
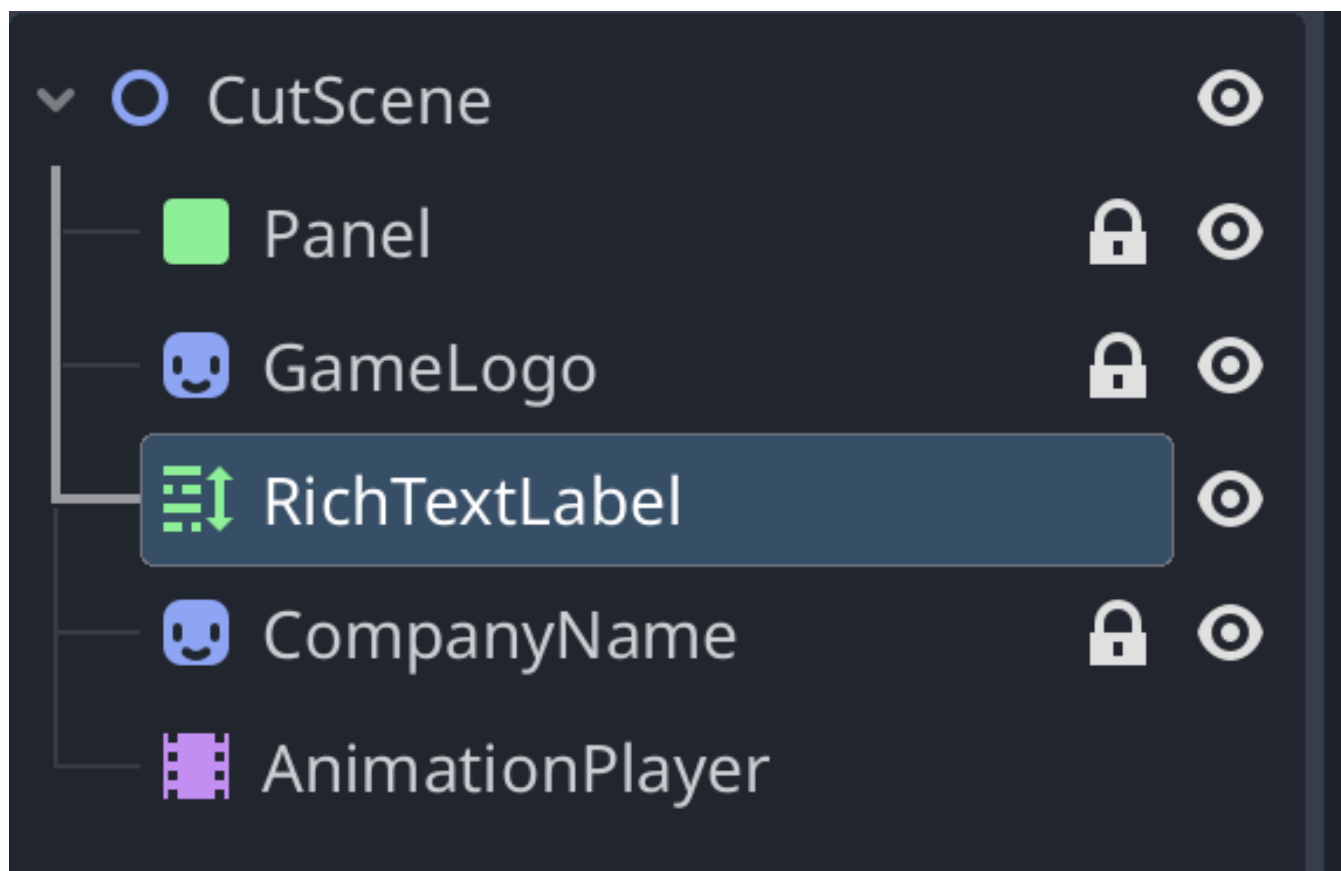
Create a new Visibility > Modulate Animation.



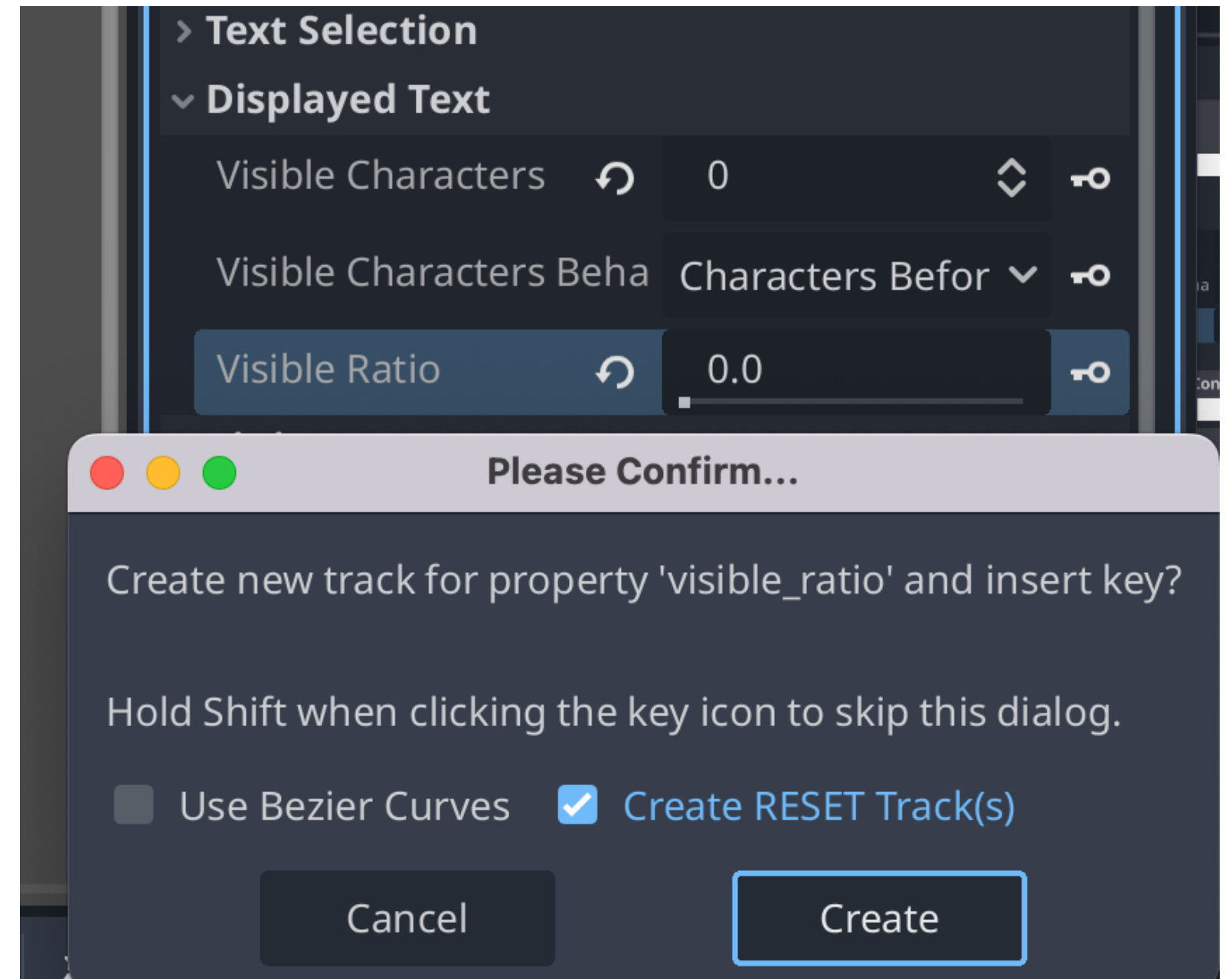
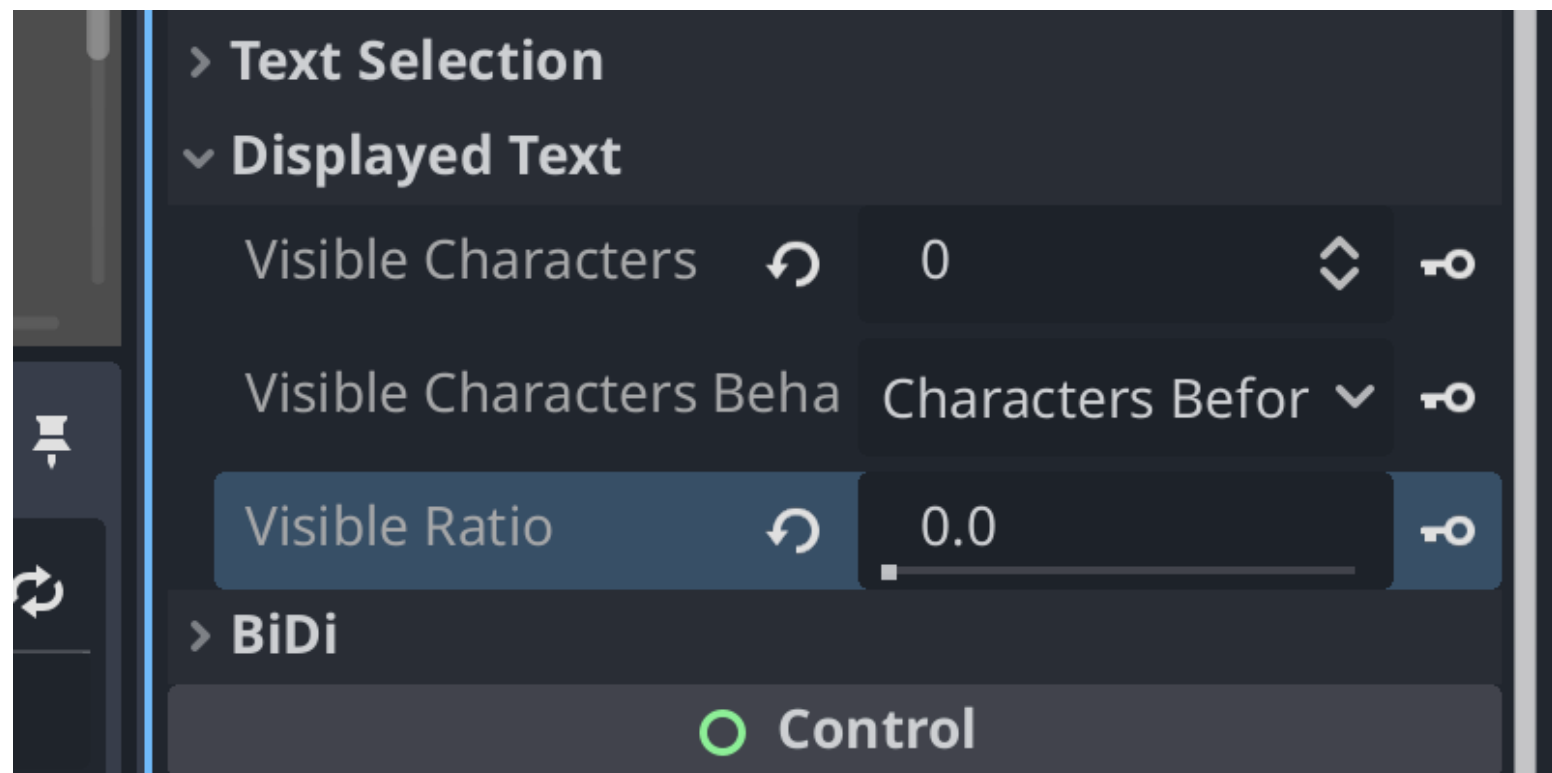
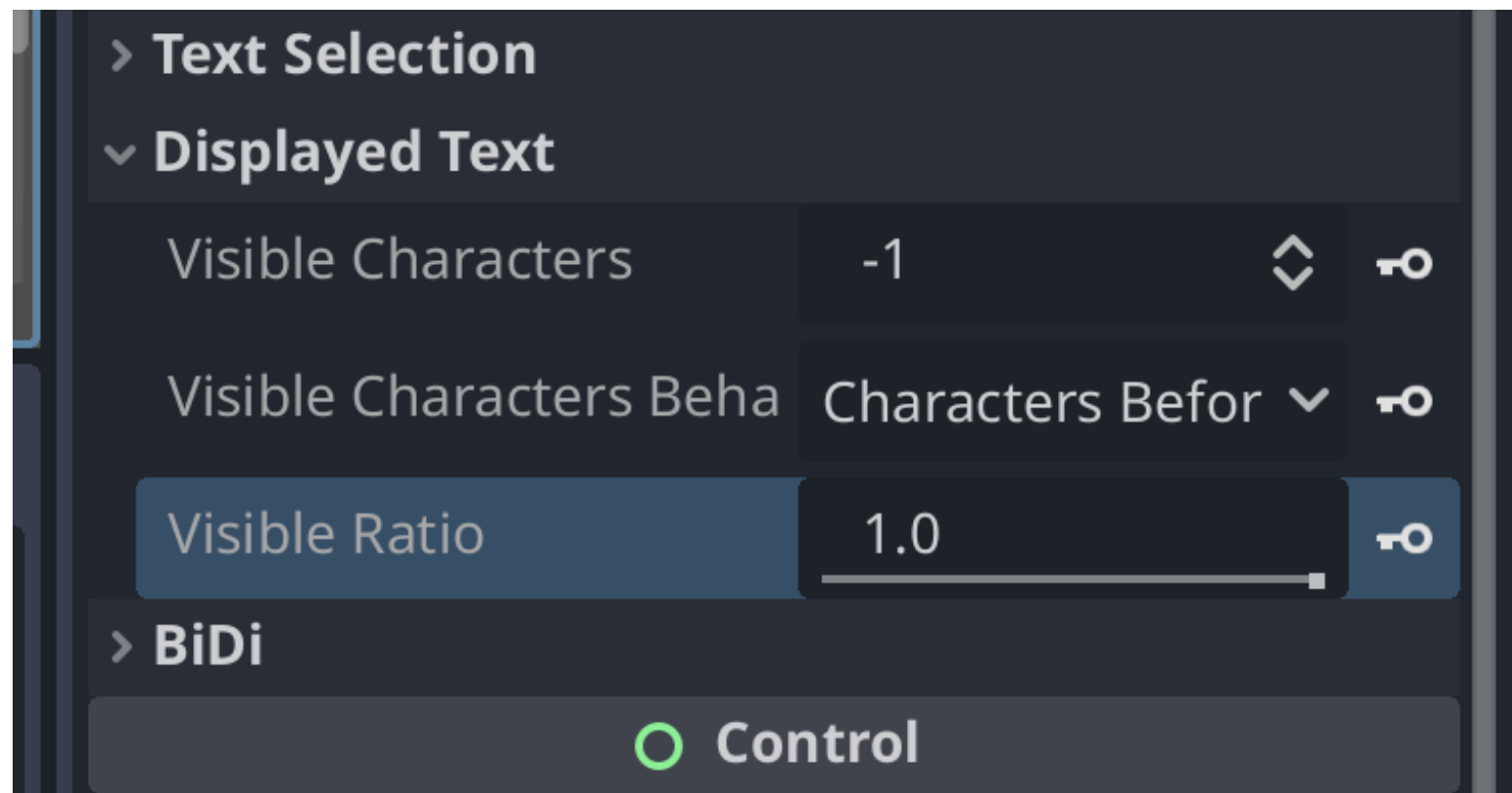
The Game Logo will Now FADE IN, HOLD and FADE OUT. Animate the KEYS.



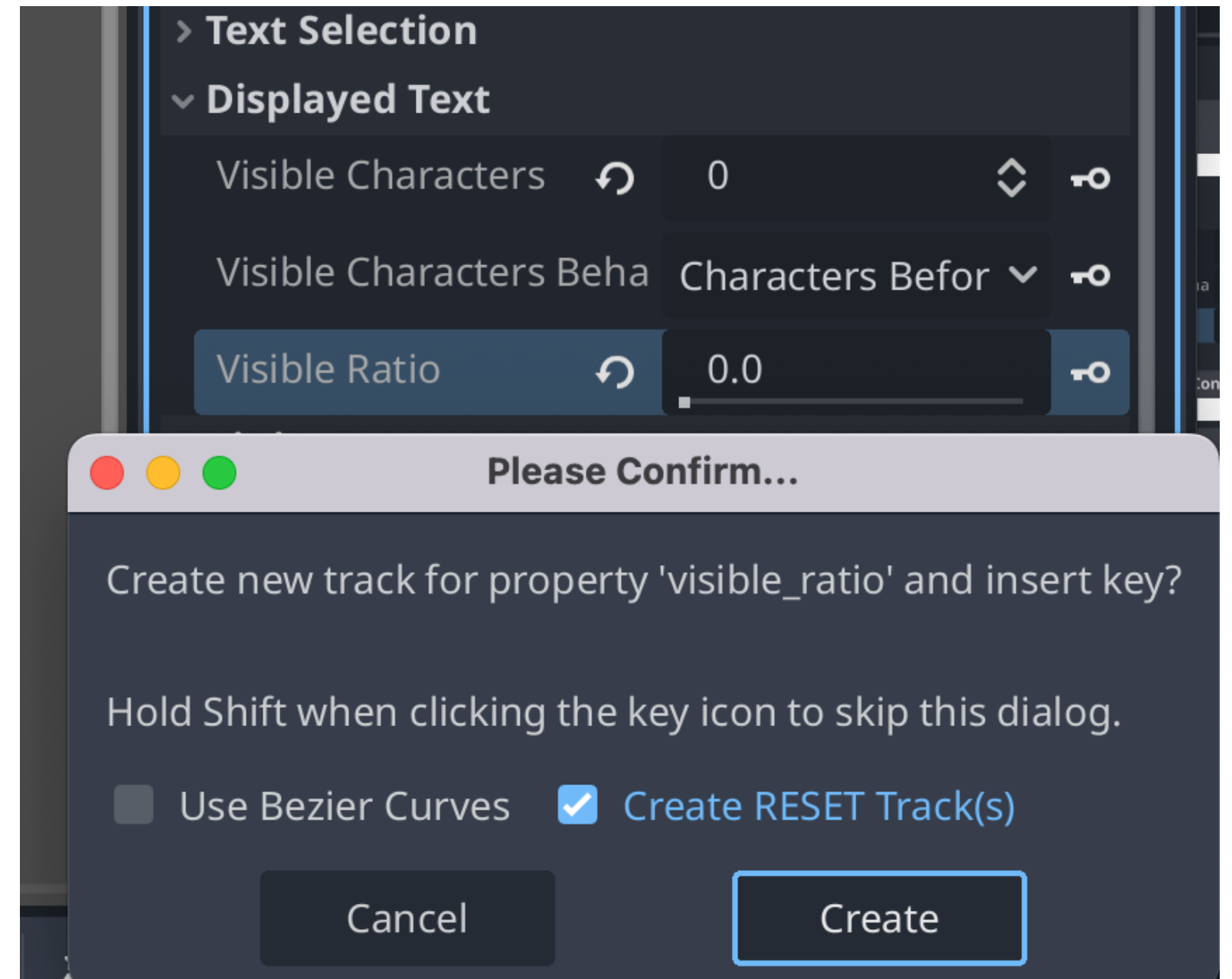
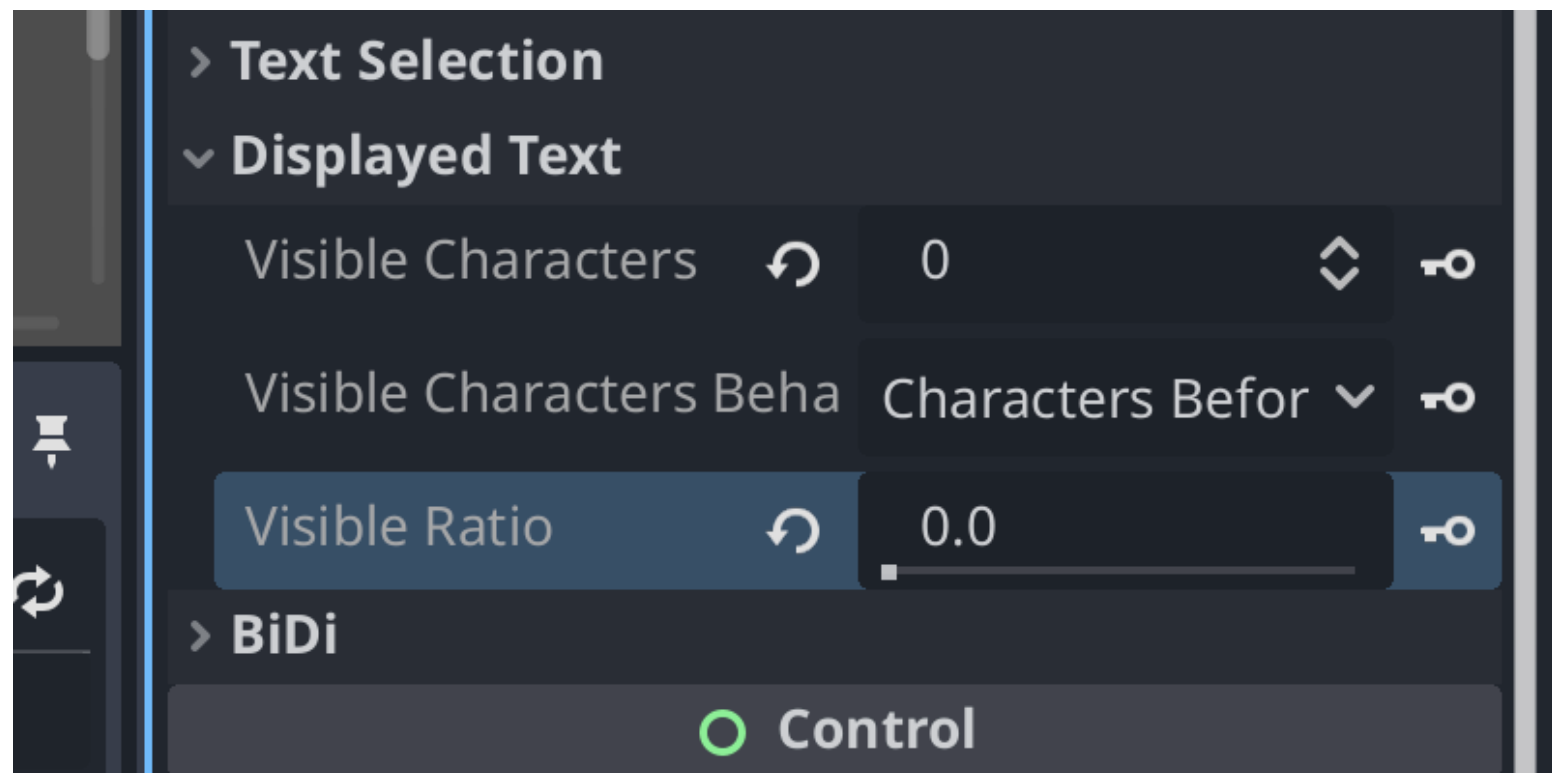
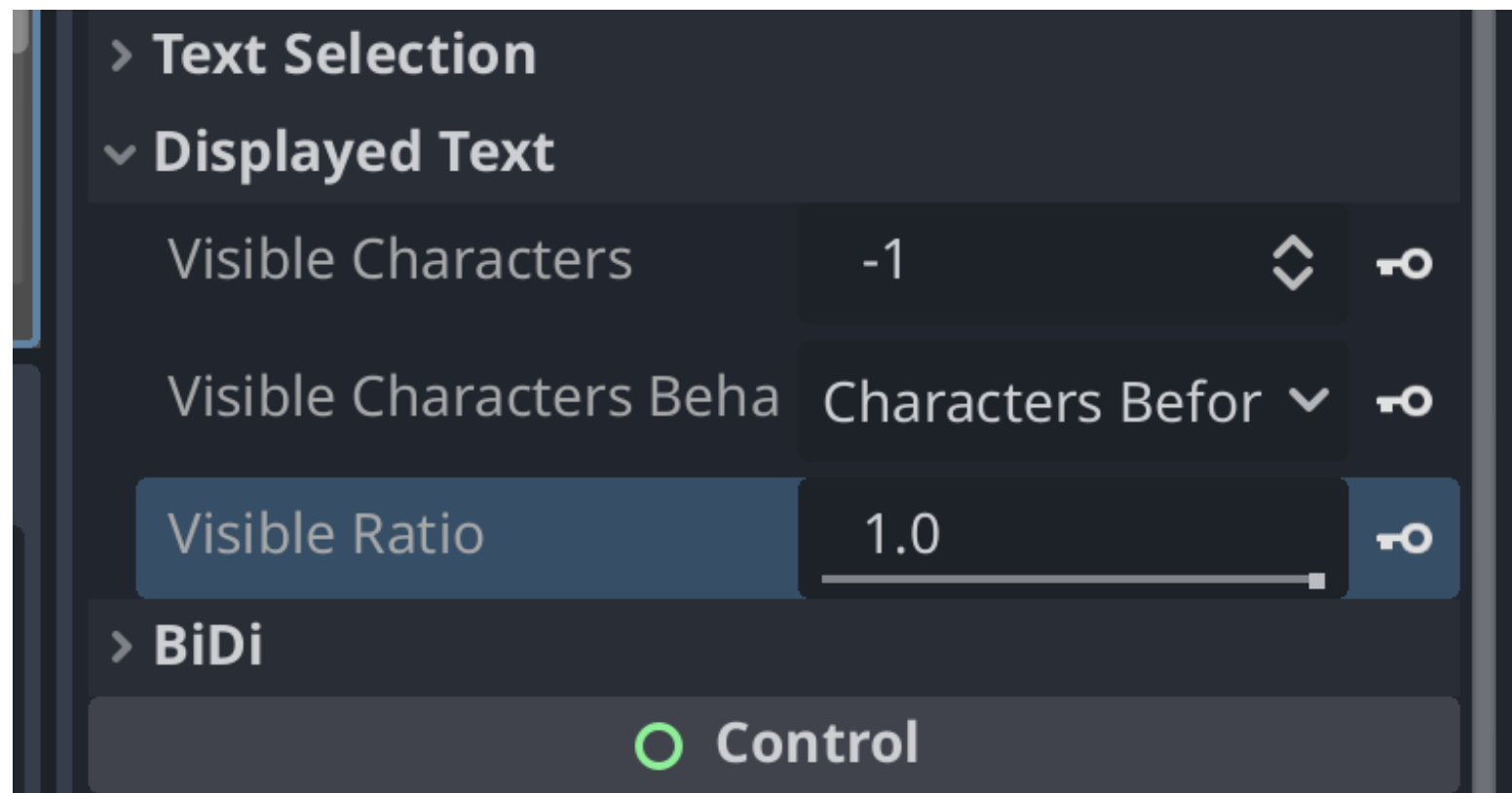
LOCK the NODES you are done with.
Add your story into the RICH TEXT LABEL.



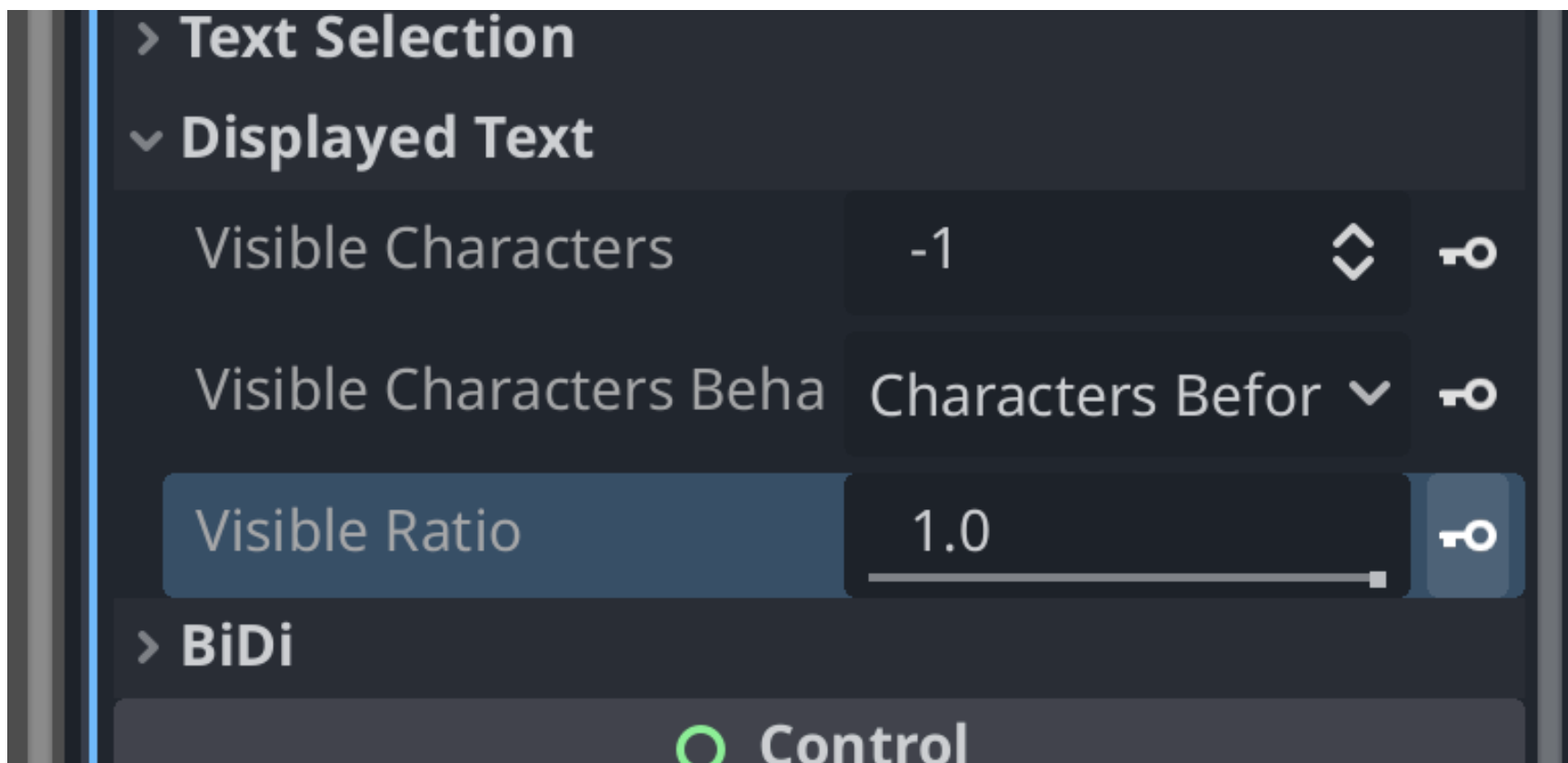
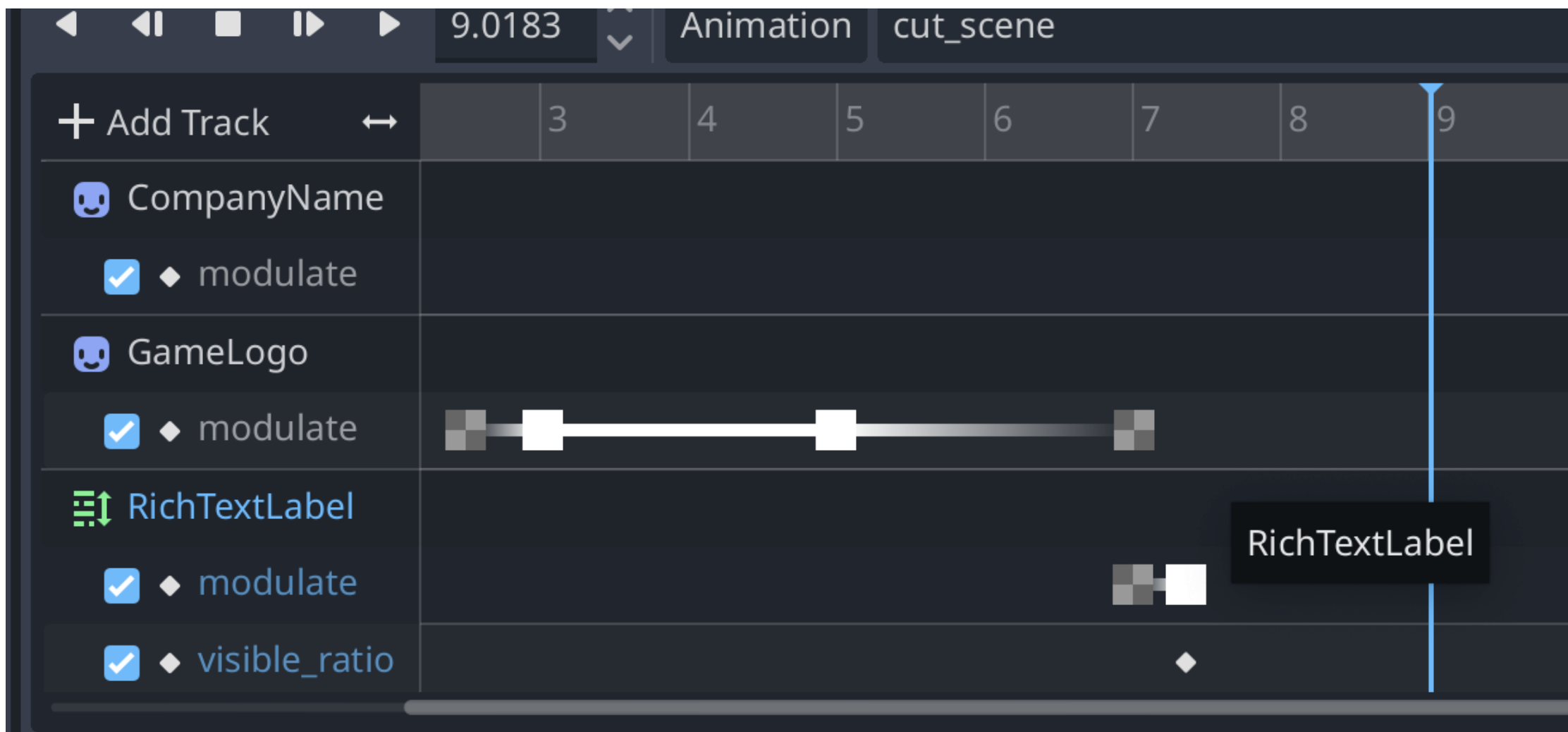
Create a CANVAS ITEM > VISIBILITY track for the RichTextLabel.
It should stay invisible until after all the logos.



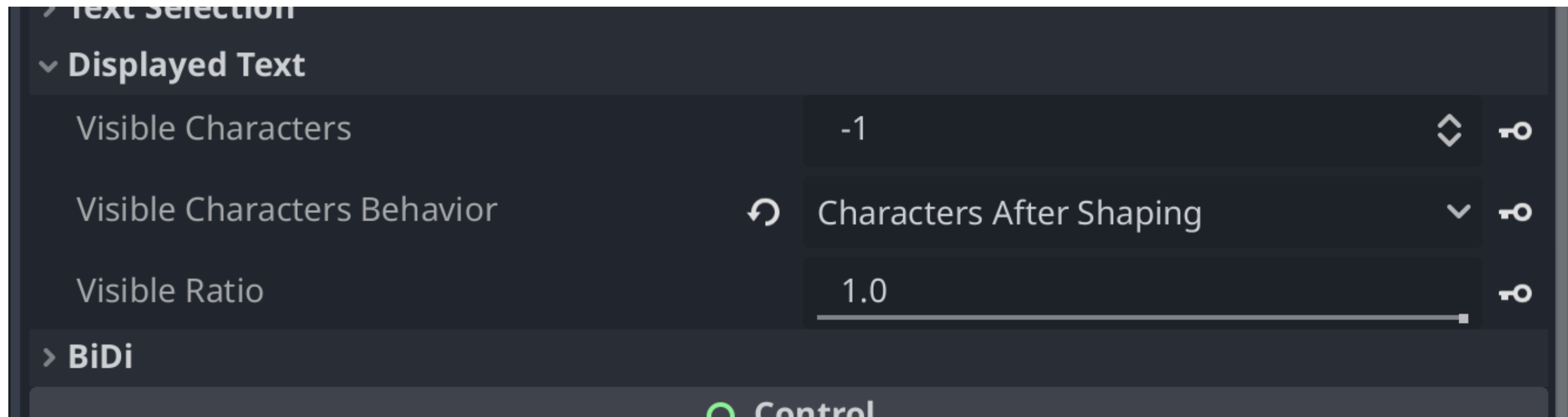
Go to the DISPLAYED TEXT option.
This will allow the text to slowly crawl on the screen.



Set it's VISBLE RATION to 0 and add a KEY.



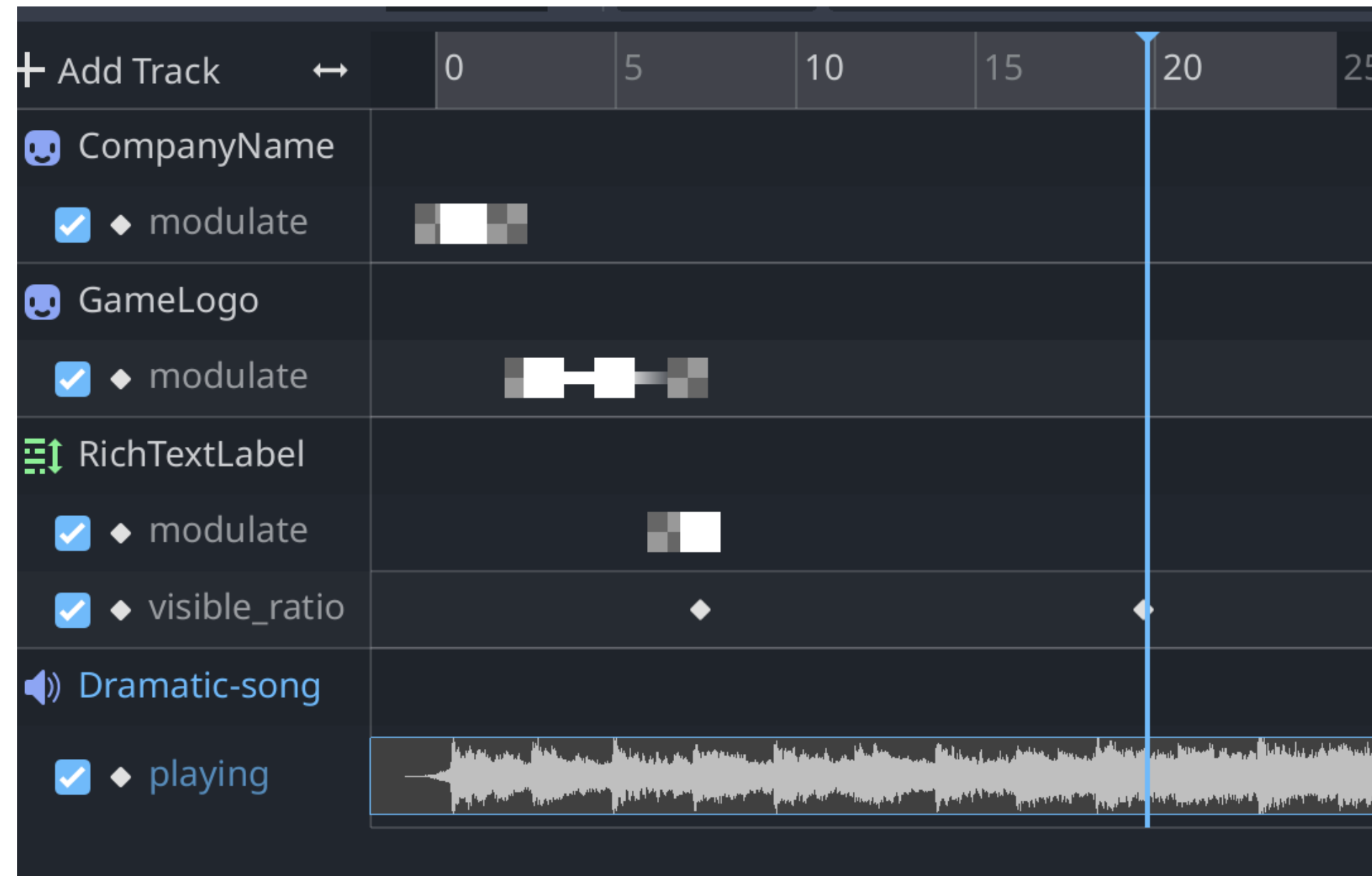
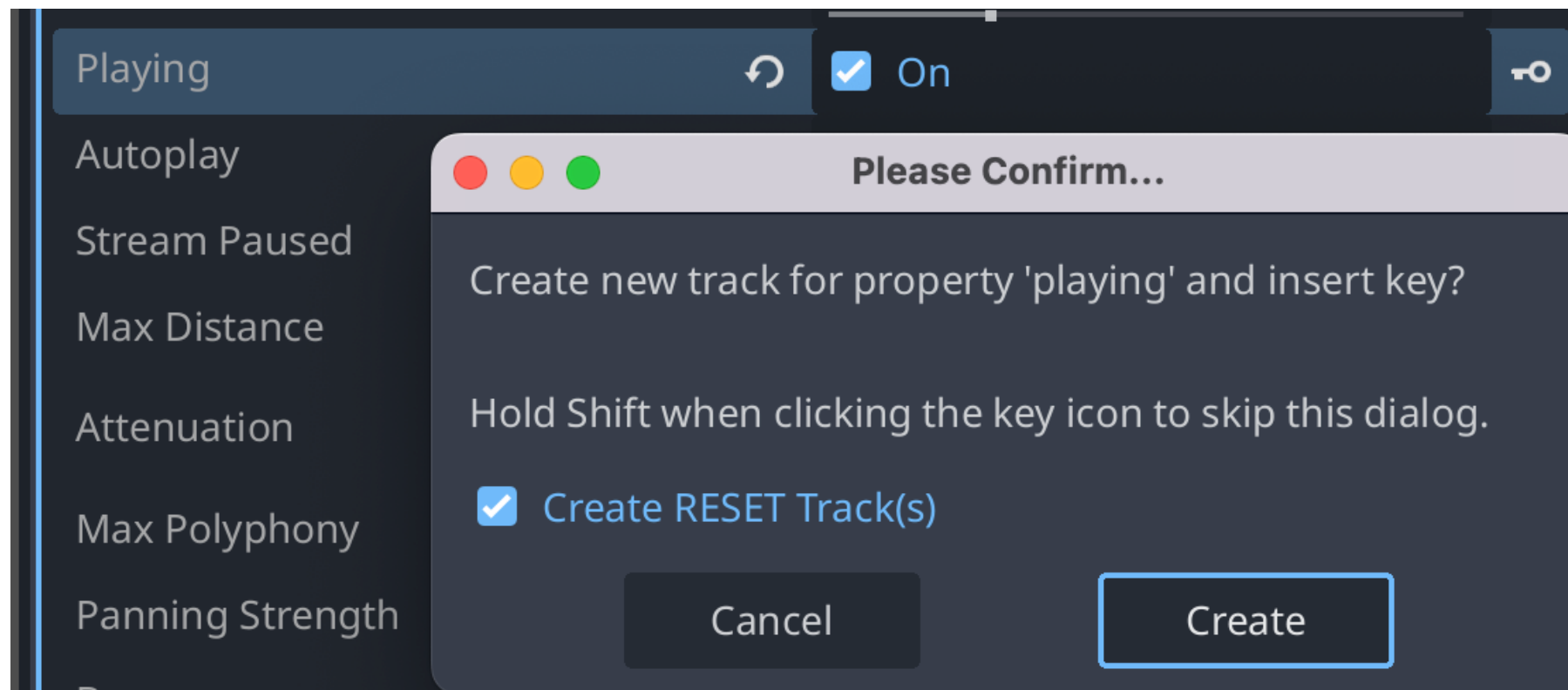
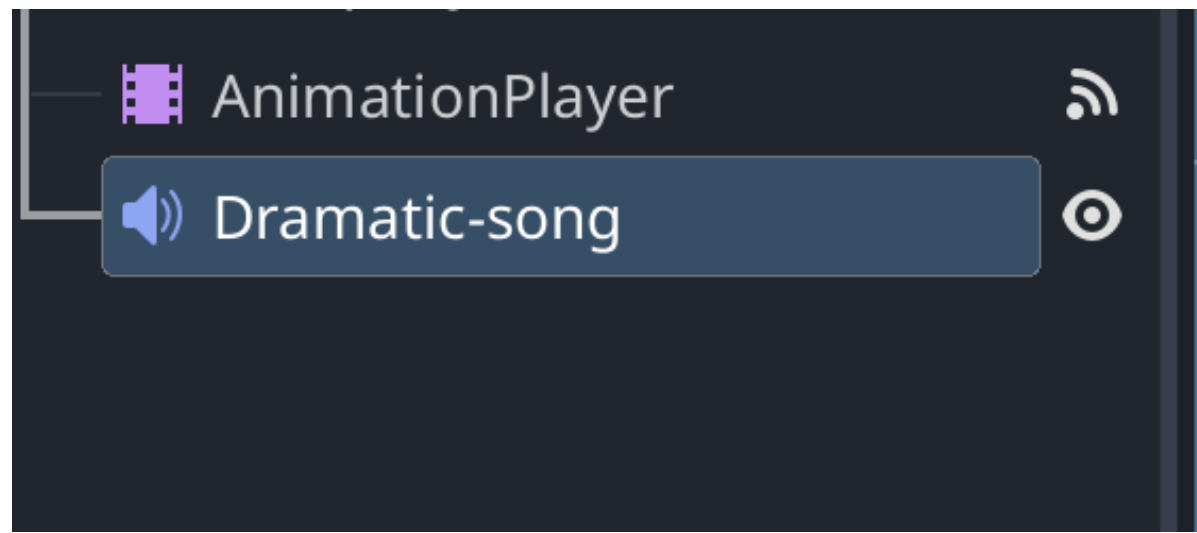
Move the PLAYHEAD forward.
Now slide the VISIBLE RATIO back to 1.
Press the KEY AGAIN.



Change the VISIBLE CHARACTERS BEHAVIOR to
Characters After Shaping
This makes the text load without strange blinking letters.

You may need to increase the time of your animation!

MUSIC!

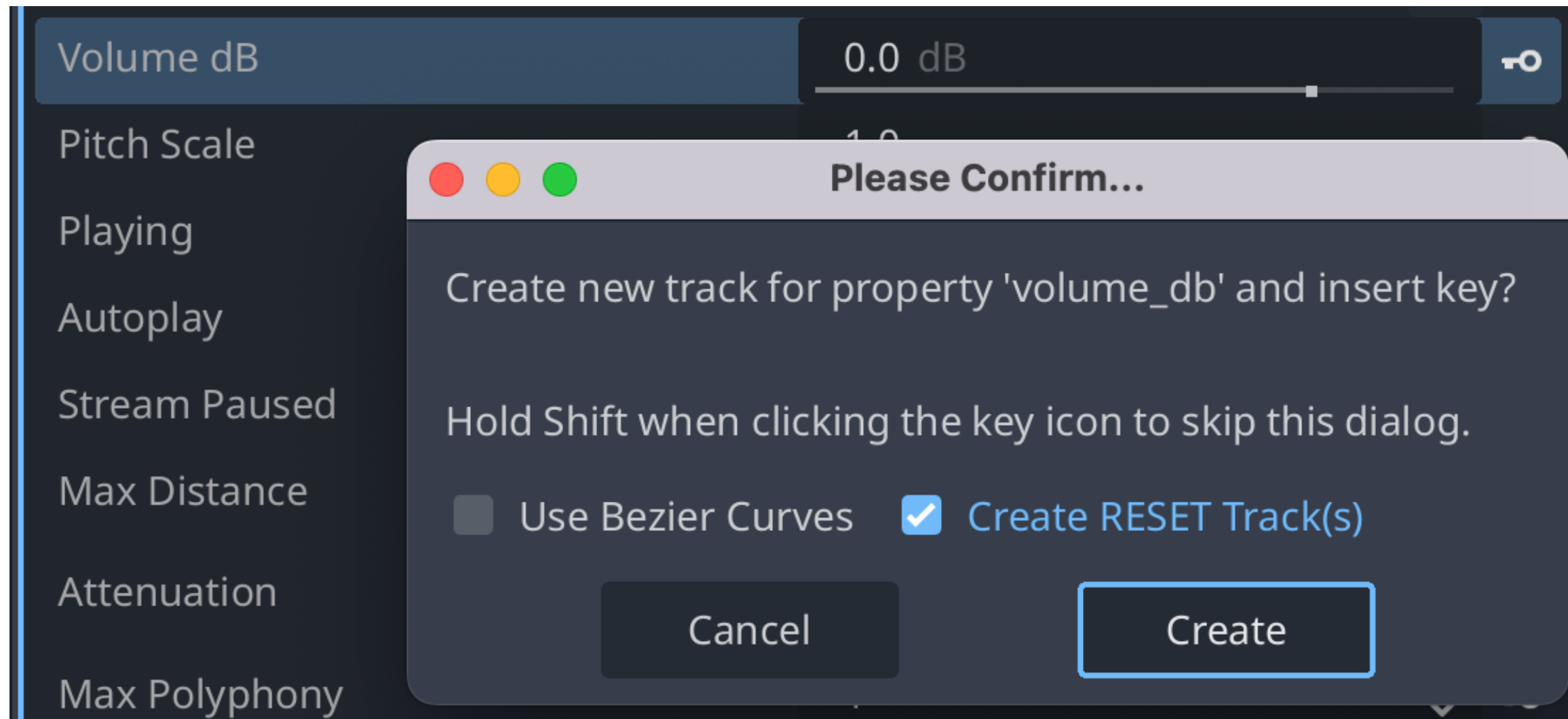


Add a song!

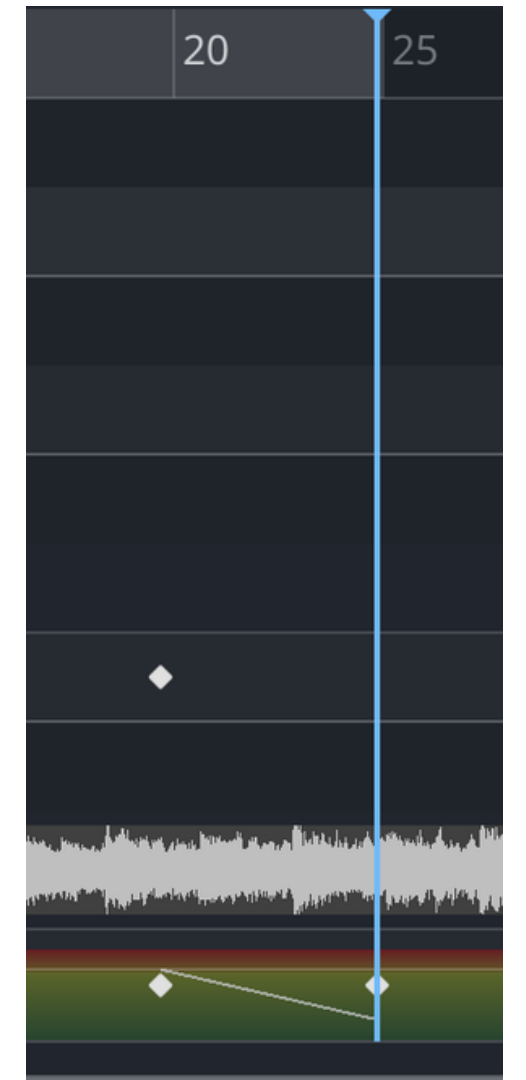
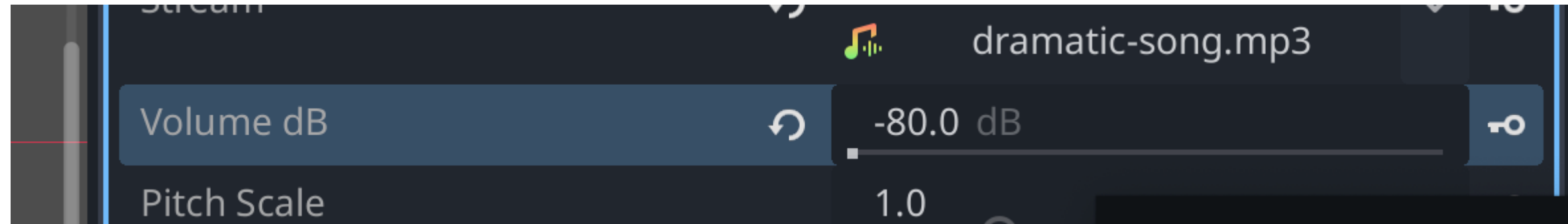
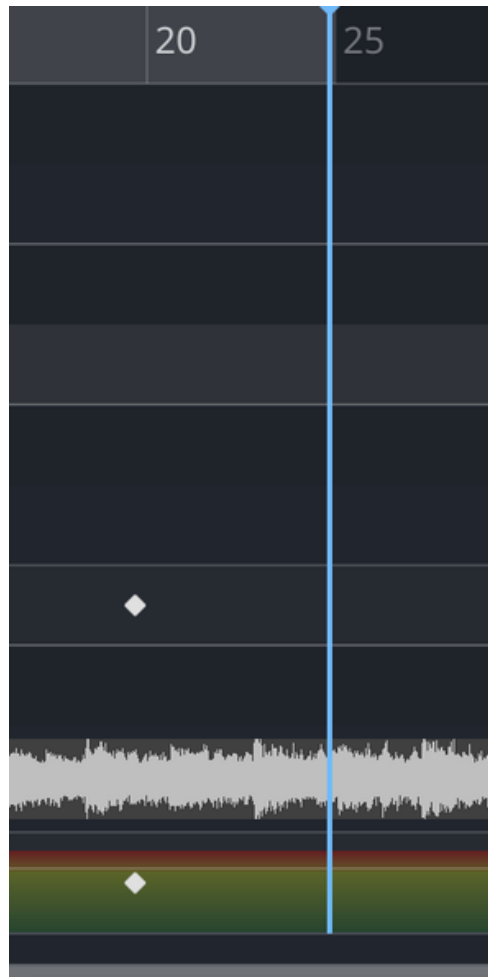
Drag a song file into your current scene.

use the PLAYING option and add a KEY for this.

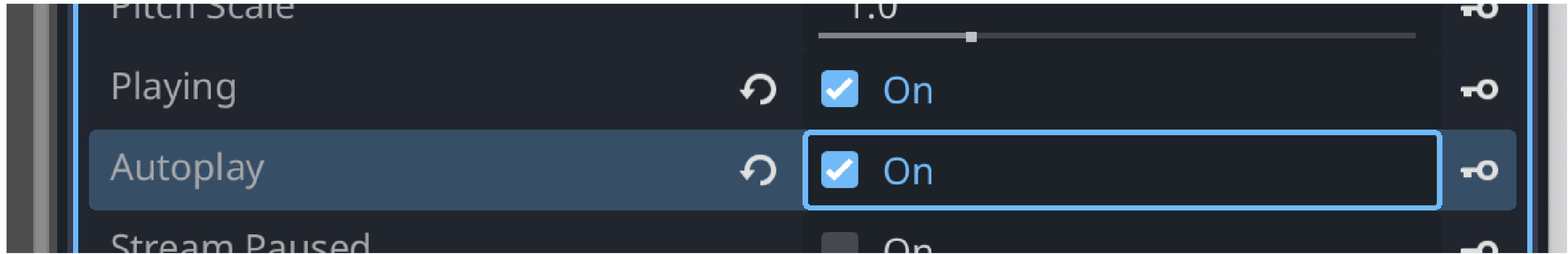
This will allow the song to play as the cut scene starts.



Create another key for the VOLUME dB slider.
This will allow you to fade the song at the end.



Slide the PLAYHEAD forward and then lower the VOLUME to create a FADE OUT. Press the KEY.



Before Testing press the AUTOPLAY button to make sure the song plays on testing your scene.

CODE IT!

```
17
18
➡ 19  ▾ func _on_story_button_pressed() -> void:
20      >|  print("story button was pressed")
21      >|  get_tree().change_scene_to_file("res://cut_scene.tscn")
22
23
```

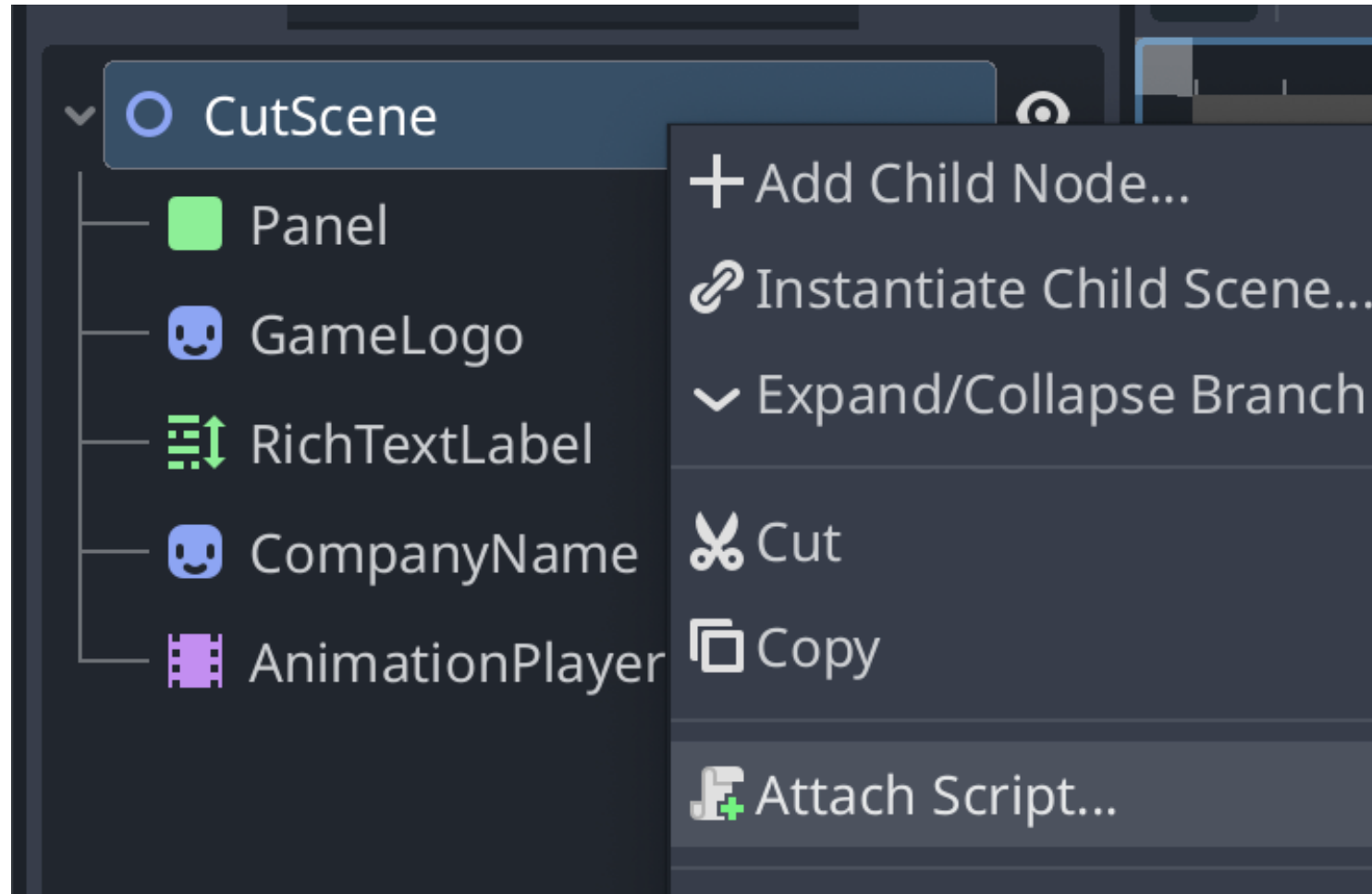
Go back to your MainMenu Scene

Go to your MainMenu Code.

Connect the story button to your cut scene!

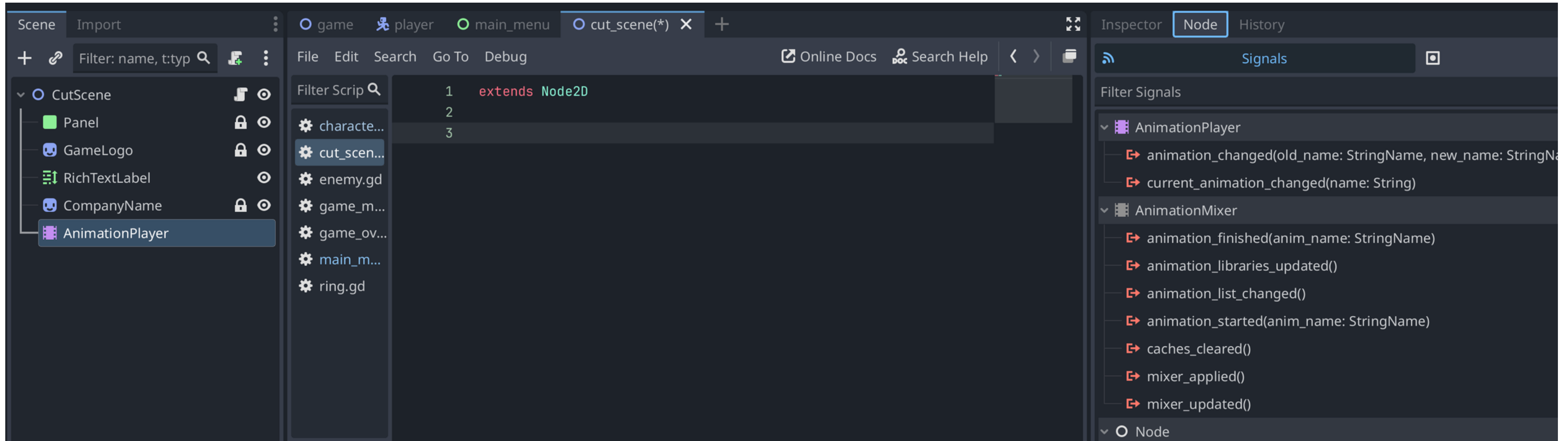
add the following to the story mode button

`get_tree().change_scene_to_file("ress://cut_scene.tscn")`



To make sure your GAME starts after the CUTSCENE add some code to the CUTSCENE.

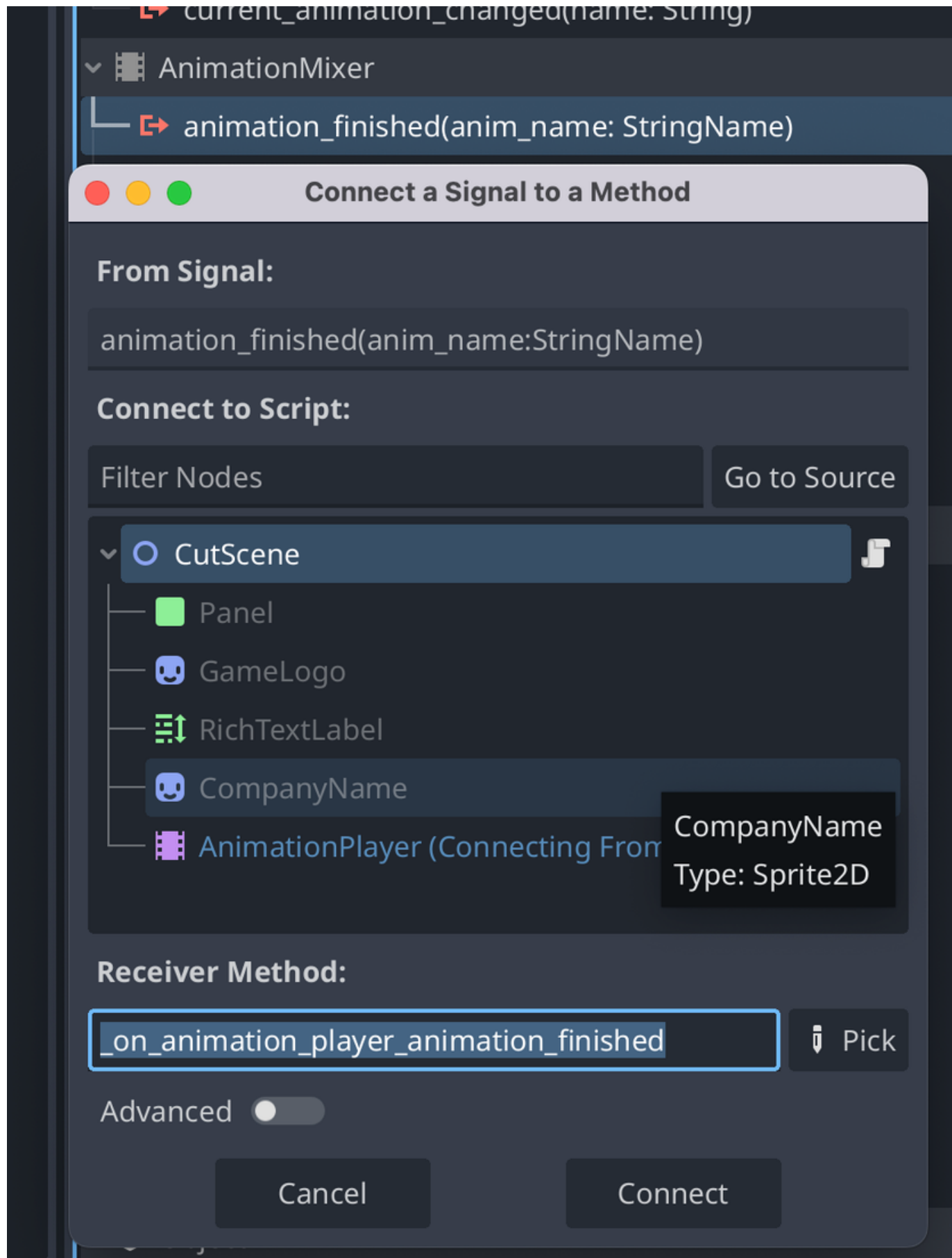
Go to the CUTSCENE, attach script.



Delete the script, except for the first line

Click on the AnimationPlayer

Go to Node > Signals



Choose
animation_finished
and Connect

```
1  extends Node2D
2
3
4
→ 5  func _on_animation_player_animation_finished(anim_name: StringName) -> void:
6    >|  get_tree().change_scene_to_file("res://game.tscn")
7
```

Add the following code underneath to make your game load after the cut scene

```
get_tree().change_scene_to_file("res://game.tscn")
```