



synty®

Idles

Keyframe Animation pack

User Guide

Version: 1.0.0

www.syntystore.com

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Introduction

Welcome to Idles, a specialised animation pack designed for seamless integration across multiple platforms and smooth implementation into your chosen development environment.

Featuring meticulously crafted idle animations, this pack will accelerate your workflow by providing a cohesive collection of motions to elevate humanoid character performances to new heights.

Witness your characters come to life with quirky behavioural traits that not only populate an environment, but give personality to your characters and depth to your worlds.

From all of us at Synty,
We thank you for the support!

1. Installation and set up

Requirements

Animation component files

- Unity supports fbx imports across all current LTS versions

Sample Content

- TextMesh Pro (in order to correctly see Gallery scene text labels)

Unity Asset Store Installation

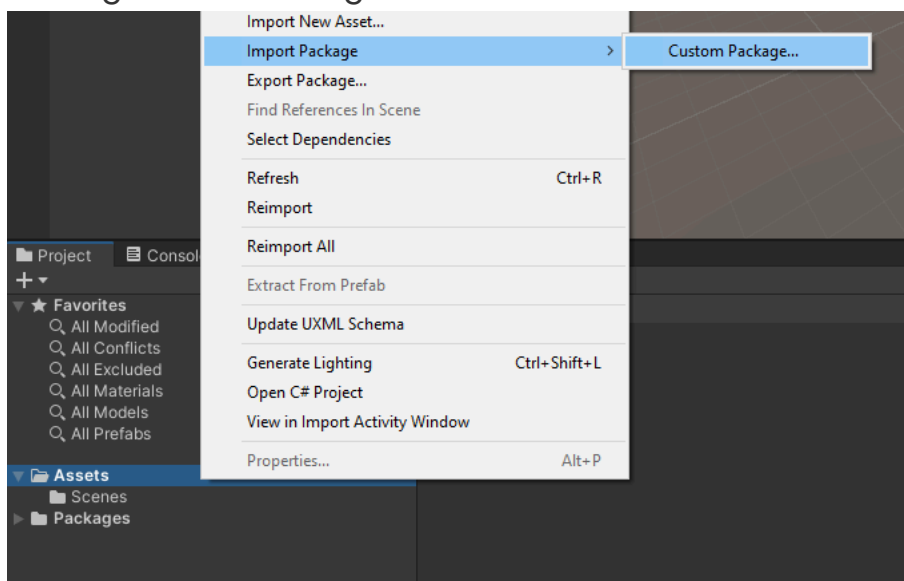
If you purchased Idle Animations from the Unity Asset Store, you can download the latest package using the Unity Package Manager, as follows:

1. Open Unity Package Manager from the top menu 'Window' > 'Package Manager'
2. Change the Packages drop down to 'My Assets'
3. Look for or search 'Animation Idles' and click 'Install'

Synty Store Installation

If you purchased Idle animations from www.syntystore.com, you will need to do the following:

1. Open your Project window (from top menu select 'Window' > 'General' > 'Project')
2. Right Click in the 'Assets' directory and select 'Import Package' > 'Custom Package...' from the right click menu



3. Navigate to where you downloaded the .unitypackage file and click 'Open'
4. You will be presented with a window to import the package, click 'Import'.

2. Animation Pack Components

The Animation Pack features 330 purpose built animations, an ideal base for building a world of expressive humanoid idle motion.

Included are animations that fit any time period, setting or location, such as waving, eating, drinking, posture changes, weight shifts, or stretching. A diverse set of leaning animations allows characters to interact naturally with an environment. There also are motions that will serve a modern context, with a broad range of smartphone-based animations from typing to taking a selfie. Furthermore, the pack has some quirky animations to lighten the mood and catch your eye, like picking your nose or grumpily crossing your arms!

Key Features

- **Animation Sets**
 - 330 Idle animations, both masculine and feminine, to populate a humanoid environment, bringing a greater depth and character to your worlds, with smooth transitions between a variety of poses and motions.
 - Two categories of the Idles animations: Actions (stand-alone motions) and Stances (loops with enter/exit transitions)
- **Humanoid Character Avatar**
 - These animations integrate with Unity's Mecanim system, providing a foundation for utilising animations across different characters easily.
- **Gallery Scene**
 - Scene of all the animations as separate assets for users to view clearly as individual animations.

List of Animations

ArmsFolded A_POLY_IDL_ArmsFolded_Casual_Enter_Femn.fbx A_POLY_IDL_ArmsFolded_Casual_Exit_Femn.fbx A_POLY_IDL_ArmsFolded_Casual_Loop_Femn.fbx A_POLY_IDL_ArmsFolded_Grumpy_Enter_Femn.fbx A_POLY_IDL_ArmsFolded_Grumpy_Exit_Femn.fbx A_POLY_IDL_ArmsFolded_Grumpy_Loop_Femn.fbx A_POLY_IDL_ArmsFolded_Casual_Enter_Masc.fbx	Plead A_POLY_IDL_Plead_F_Femn.fbx A_POLY_IDL_Plead_Turning_Femn.fbx A_POLY_IDL_Plead_F_Masc.fbx A_POLY_IDL_Plead_Turning_Masc.fbx PointHand A_POLY_IDL_PointHand_Index_F_Femn.fbx
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Base

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Bored

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Drink

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Eat

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HeadNod

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PickNose

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PlayWithHair

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A_POLY_IDL_UsePhone_OneHand_Selfie_Exit_Masc.fbx
A_POLY_IDL_UsePhone_OneHand_Selfie_Loop_Masc.fbx
A_POLY_IDL_UsePhone_TwoHands_Squinting_Enter_Masc.fbx
A_POLY_IDL_UsePhone_TwoHands_Squinting_Exit_Masc.fbx
A_POLY_IDL_UsePhone_TwoHands_Squinting_Loop_Masc.fbx
A_POLY_IDL_UsePhone_TwoHands_Enter_Masc.fbx
A_POLY_IDL_UsePhone_TwoHands_Exit_Masc.fbx
A_POLY_IDL_UsePhone_TwoHands_Loop_Masc.fbx
A_POLY_IDL_UsePhone_OneHand_Video_Enter_Masc.fbx
A_POLY_IDL_UsePhone_OneHand_Video_Exit_Masc.fbx
A_POLY_IDL_UsePhone_OneHand_Video_Loop_Masc.fbx

Wave

A_POLY_IDL_Wave_Double_Enter_Femn.fbx
A_POLY_IDL_Wave_Double_Exit_Femn.fbx
A_POLY_IDL_Wave_Double_Loop_Femn.fbx
A_POLY_IDL_Wave_Large_Enter_Femn.fbx
A_POLY_IDL_Wave_Large_Exit_Femn.fbx
A_POLY_IDL_Wave_Large_Loop_Femn.fbx
A_POLY_IDL_Wave_Small_Enter_Femn.fbx
A_POLY_IDL_Wave_Small_Exit_Femn.fbx
A_POLY_IDL_Wave_Small_Loop_Femn.fbx
A_POLY_IDL_Wave_Double_Enter_Masc.fbx
A_POLY_IDL_Wave_Double_Exit_Masc.fbx
A_POLY_IDL_Wave_Double_Loop_Masc.fbx
A_POLY_IDL_Wave_Large_Enter_Masc.fbx
A_POLY_IDL_Wave_Large_Exit_Masc.fbx
A_POLY_IDL_Wave_Large_Loop_Masc.fbx
A_POLY_IDL_Wave_Small_Enter_Masc.fbx
A_POLY_IDL_Wave_Small_Exit_Masc.fbx
A_POLY_IDL_Wave_Small_Loop_Masc.fbx

WeightShift

A_POLY_IDL_WeightShift_L_Femn.fbx
A_POLY_IDL_WeightShift_R_Femn.fbx
A_POLY_IDL_WeightShift_L_Masc.fbx
A_POLY_IDL_WeightShift_R_Masc.fbx

Yawn

A_POLY_IDL_Yawn_Femn.fbx
A_POLY_IDL_Yawn_Masc.fbx

Animation Naming Conventions

Order:

<Filetype>_<SyntyCharacter>_<AnimationPack>_<AnimationType>_
<Direction/Description>_<Action>_<Section>_<RootMotion>_<Gender>

Examples:

- A_POLY_IDL_Thoughtful_L_ChinScratch_Masc.fbx
- A_POLY_IDL_UsePhone_OneHand_Selfie_Loop_Femn.fbx
- A_POLY_IDL_Wave_Double_Loop_Femn.fbx

Categories:

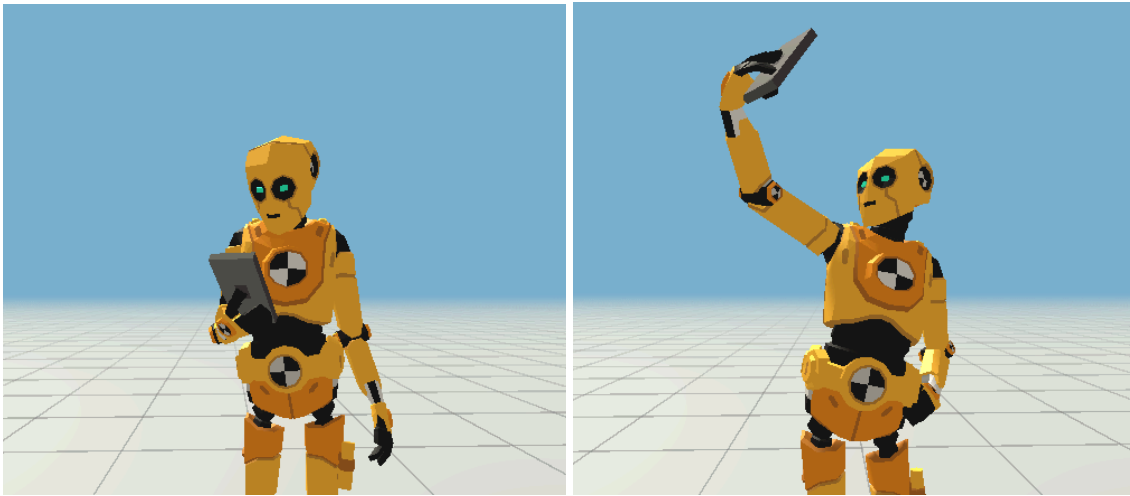
- **Filetype:** The broad-scope prefix. Here 'A' stands for 'Animation'
- **SyntyCharacter:** Which character this animation is for. E.g. Polygon
- **AnimationPack:** Here 'IDL' indicates that the animation belongs to the 'Idles' Pack.
- **AnimationType:** The general category of animation. Here this is a 'Thoughtful' animation
- **Direction/Description:** If required, this tag outlines a direction of movement (e.g. 'F' for 'Front' or 'L' for 'Left'), or a particular aspect (e.g. 'OneHand', 'TwoHands')
- **Action:** Explains the motion with more specificity. Here the thoughtful motion is a 'chinScratch'.
- **Section:** Describes what part of the animation this is, e.g. Enter, Exit, Loop
- **RootMotion:** If this is the root-motion version of an animation, it is indicated with an extra tag 'RM' in the name.
- **Gender:** Either masculine, (Masc) or feminine, (Femn).

3. Prop Bone

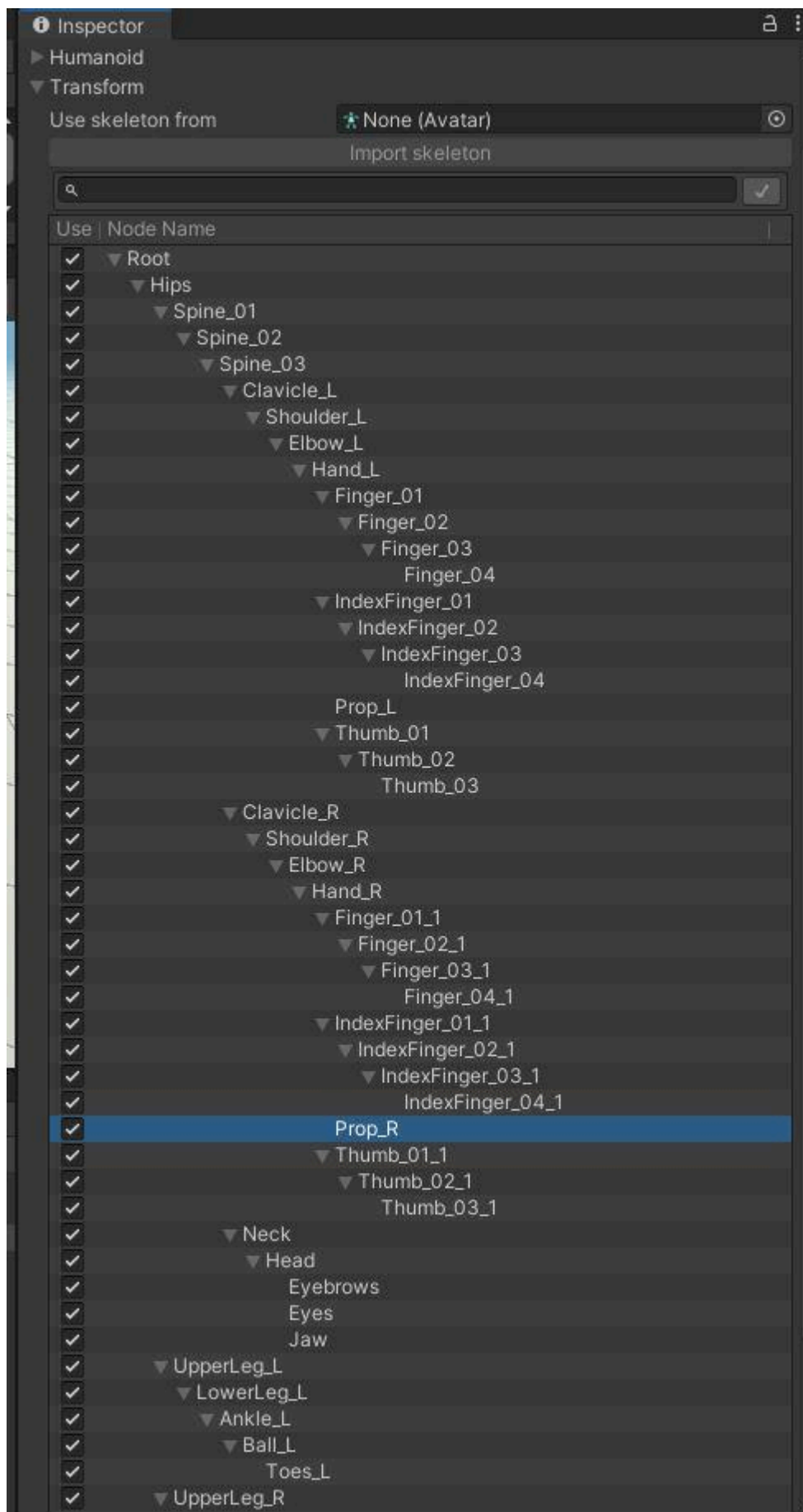
Synty Characters

In order to achieve more natural prop motion and allow more freedom for how a prop can behave, new **Prop_L** and **Prop_R** bones have been added to the Synty character under the **Hand_L** and **Hand_R** bones respectively.

Example of different hand grips where a prop is oriented differently in relation to the hand:



As Unity's Humanoid Avatar system does not inherently account for this extra prop bone, the setup uses an AvatarMask asset (with the Prop bones ticked 'on' to be included in the mask) on the animation clips that include props. This allows the animations to correctly play animation that has been keyframed on the Prop bones themselves.

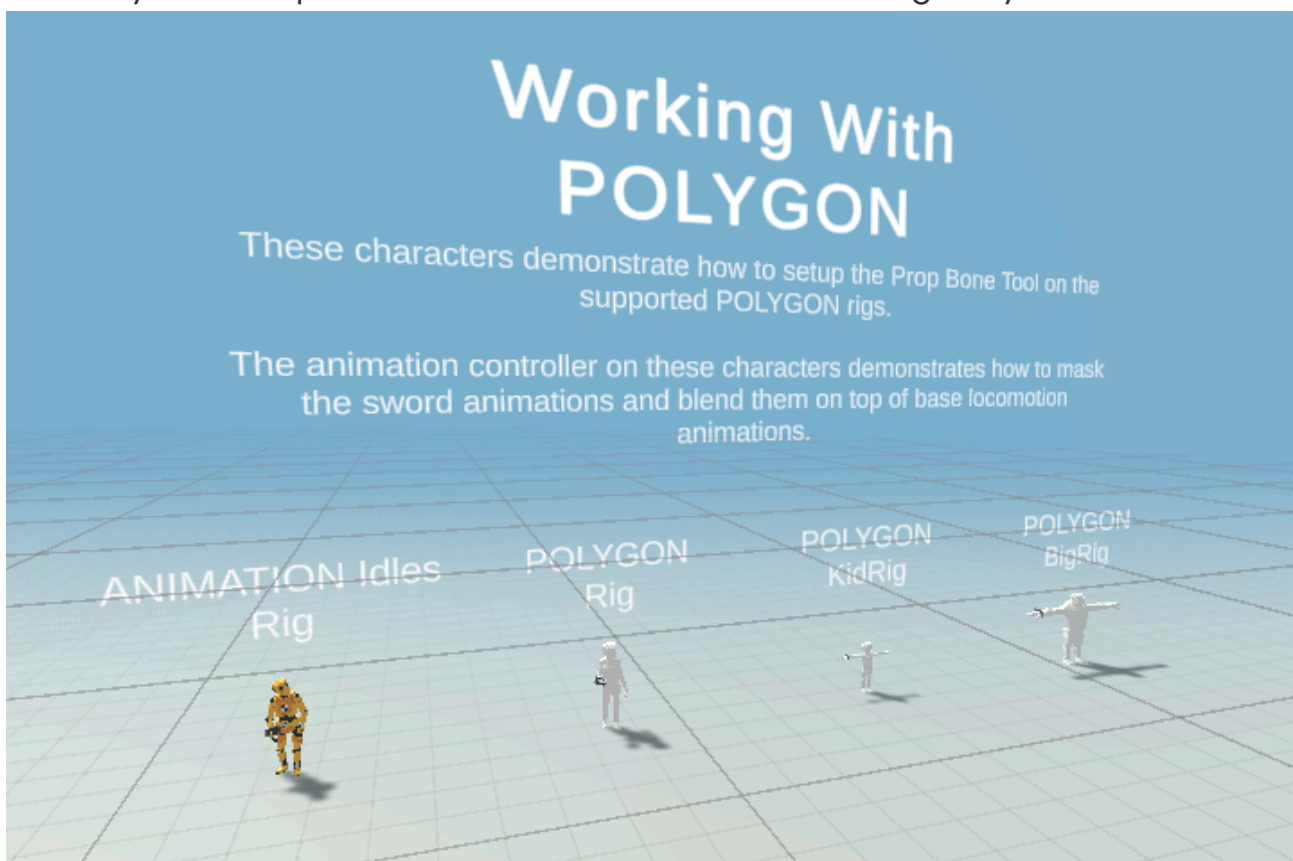


For this reason, many animation clips in the Idles pack use the AvatarMask asset: **Mask_PolygonSyntyCharacter** located inside **Assets\Synty\AnimationIdles\Samples\Meshes\Characters**

Prop Bone Binder Tool

For skeletal meshes that do not include a prop bone (e.g. older Synty characters, or non-Synty characters), the Idles pack comes with a tool to add 'virtual' prop bones to any character so the prop animation can still be correctly played.

The virtual prop bone binder tool works with the standard POLYGON character Rig, POLYGON Kid Rig, POLYGON Big Rig. Demonstrations of these characters and how they are set up can be found in the ANIMATION Idles gallery scene.



Setting up your character

Setting up your character only involves a couple of steps:

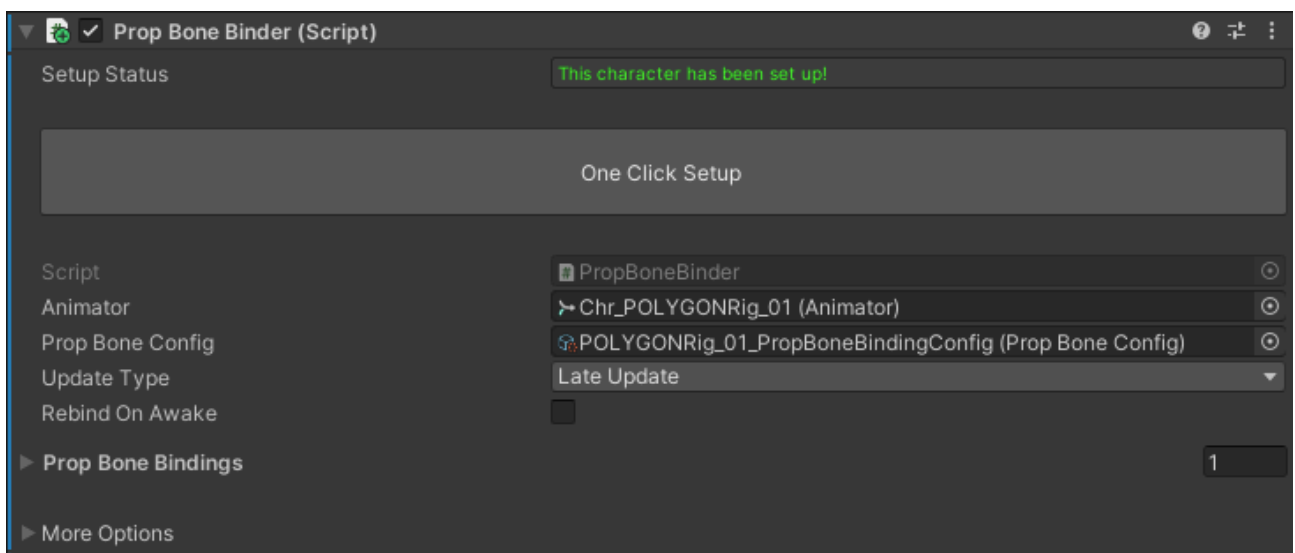
1. Select your character. Select either an instance in the scene or an open prefab.
2. Use the menu item **Synty/Tools/Animation/Setup Prop Bones**
3. Attach your prop to the newly created **Prop_R_Socket** game object located under **Hand_R** in the skeleton.



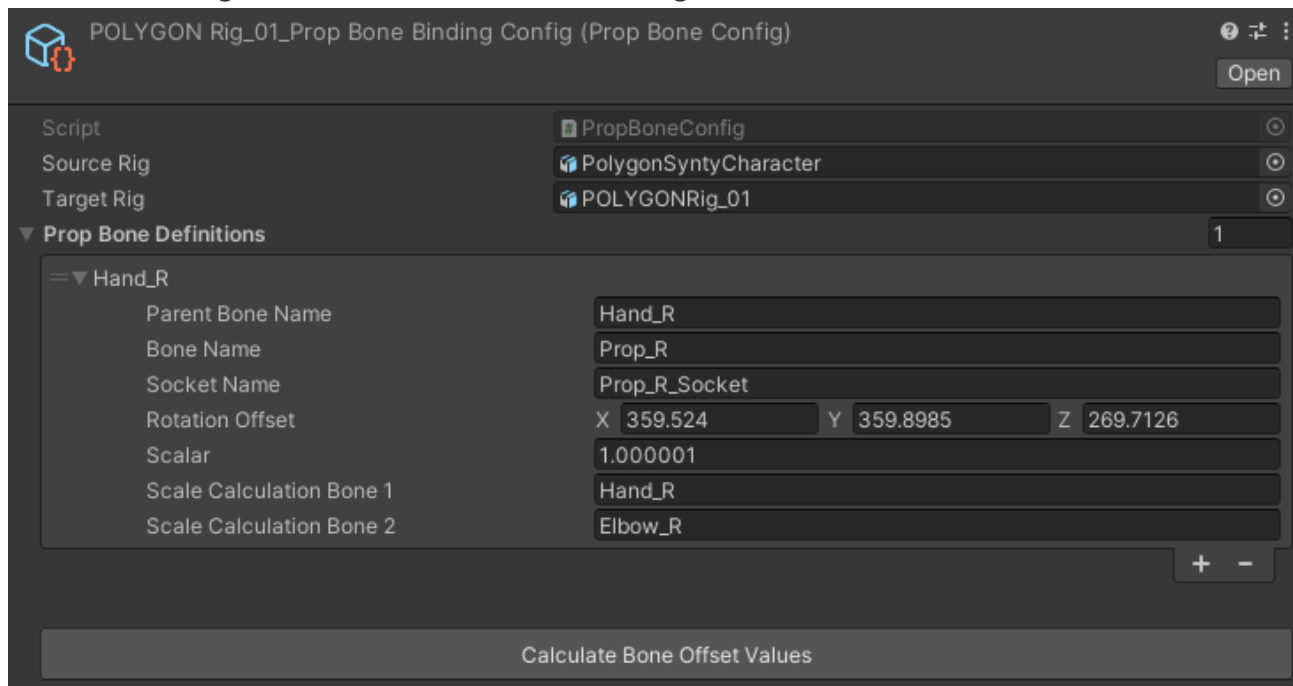
That's it!

Tip: To update multiple characters at once drag them all into the scene, select their root nodes and run the tool.

After following the steps above you should see the Prop Bone Binder component on the game object that your character's Animator component is on. The green status message denotes that the character is correctly configured for the animations to work.



You will find a **PropBoneBindingConfig** file in your project. This file details the location of the prop bone and the offset orientation and scale between your character's rig and the ANIMATION Idles Rig.



The offset values are calculated automatically on set up but if needed you can edit these values manually when setting up your own custom rigs.

To calculate the values automatically make sure:

1. Set the **source rig** and **target rig** references
2. Make sure the **source rig** and **target rig** are in T Pose
3. Set names of all the bones in the **Prop Bone Definitions** list
4. Click the **Calculate Bone Offset Values** button

Source Rig: The rig the animations are keyed for. In this case it should be the ANIMATION Idles Rig (PolygonSyntyCharacter)

Target Rig: The rig that you intend to play the animations on. This is your game's character model or prefab.

Parent Bone Name: The bone to create the virtual prop bone under.

Bone Name: The name of the virtual prop bone. The tool will generate this node.

Socket Name: The name of the object to attach your props to. The tool will generate this node.

Rotation Offset: Rotation offset used to compensate for differences in orientation of the parent bone between the **source rig** and the **target rig**

Scalar: Value used to compensate for differences in size between the **source rig** and the **target rig**. A value of 1 = **target rig** is the same scale as the reference rig, a value of 2 = **target rig** is twice the size as the reference rig.

Scale Calculation Bone 1 / Scale Calculation Bone 2: The bones used to determine the difference in size between the **source rig** and the **target rig**. These bones need to exist in both rigs for the automatic calculation of **Scalar** to work.

Prop Bone Binder Tool Troubleshooting

My prop is not oriented correctly

- There could be a couple of reasons for this:
 - a. You need to find the correct orientation to attach your prop to the **Prop_R_Socket** game object. The props that come with the Idles pack are designed to be attached with 0,0,0 rotation. You can use these props as a guide to ensure you've attached your prop in the correct orientation.
 - b. The values in the Prop Bone Binding Config file are not set up correctly. POLYGON rigs should be set up correctly by default but these values can be manually set if needed.

The status does not say "This character has been set up":

- There are many reasons why a character may not be set up correctly. Try clicking the **One click setup** button and see if that resolves the issue, if not check the console for more details about what could have gone wrong.

I have a few different character rigs in my game. Does the tool work in this case?

- Yes! You will need a Prop Bone Binding Config file for each rig you are using. And ensure that each character references the correct config file. The tool should automatically set up the characters and create new config files when it needs to. simply select all your characters and use the menu options **Synty/Tools/Animation/Setup Prop Bones**

Removing the Prop Bone Binder Tool

You may find you need to remove the bones created by the Prop Bone Binding Tool. The tool provides you with the ability to do this. Located on the Prop Bone Binder component, under **More Options** is the **Reset** button. Click **Reset** and all objects created by the tool will be destroyed. Any props attached to the socket will be reparented to the **Hand_R** bone. After successfully removing the bones you can remove the Prop Bone Binder component from your character.

Prop Bone with Non-POLYGON Rigs

For the prop bone to animate the hierarchy paths needs to be a match for the animation property. The **Prop_R** path is:

Root/Hips/Spine_01/Spine_02/Spine_03/Clavicle_R/Shoulder_R/Elbow_R/Hand_R/Prop_R

If your rig is not named like this then it will not animate even with the virtual prop bone added.

Using Animations Without Prop Bones

It is possible to simply parent a prop to the **Hand_R** bone, and to use this animation set on any Humanoid Unity character, however it is recommended to use a Synty character with the extra prop bone to take advantage of the fluid prop animations. Some animations in particular, such as **A_POLY_IDL_PlayWithHair_CombBack_Masc** change orientation within the hand, and will not look correct without a comb parented to the **Prop_R** bone.

The animation sets most reliant on the Prop bone are:

- **A_POLY_IDL_UsePhone**
- **A_POLY_IDL_Eat**
- **A_POLY_IDL_Drink**
- **A_POLY_IDL_PlayWithHair**

4. Quick Start

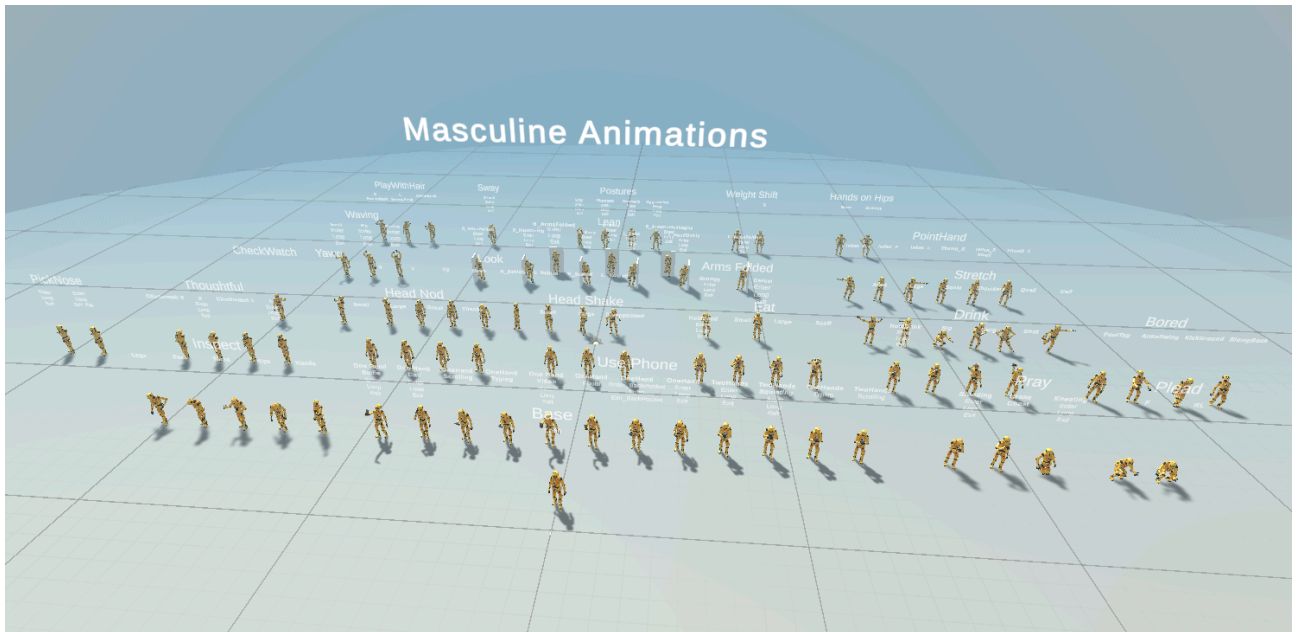
Gallery Scene

A gallery scene is included in the pack as an asset showcase of what is in this product. You will find this in:

Assets/Synty/AnimationIdles/Samples/Scenes.

This scene demonstrates the various animations in this pack as a virtual gallery/library so users can break down how the animations work in isolation, and to understand further how they work in tandem:

- Labelled groups of animations to quickly track down specific animations
- Looped to see timing/length of animation



Build your own

The following example will walk you through a typical use case of Synty Animation Idles as a means to guide your experimentation further to find your own workflow. This assumes you have installed the pack correctly and are starting from a new scene.

Applying Animations to Characters

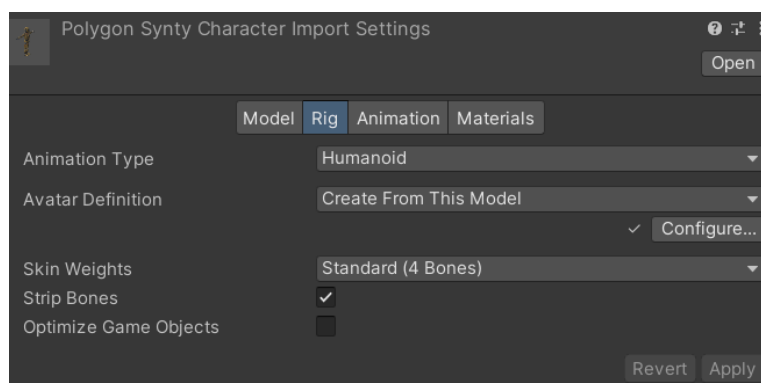
In Unity, a developer can import the animation package into a new scene and reference the **PolygonSyntyCharacterAvatar** to retarget the animation to their own character. This character can be a Synty character or a completely different biped, however the animations will work the best with Synty characters as the animations were created with their proportions in mind.

Import Characters:

- Import the Animation Idles package into the project for access to the animations and the **PolygonSyntyCharacterAvatar**
- Import your character that will be the target for Base Locomotion animations

Create a Humanoid Avatar on new character:

- On the new character, create a new Avatar and configure bone mappings



Creating a new Avatar

Animation Type:

- Navigate to the Inspector window in Unity of the Character.
- Click on the **Rig** tab to access the Avatar Configuration tab.

Avatar Definition:

- Set the Animation Type to **Humanoid**
- Set the Avatar Definition to **Create From This Model** to generate a humanoid avatar based on the character's rig.

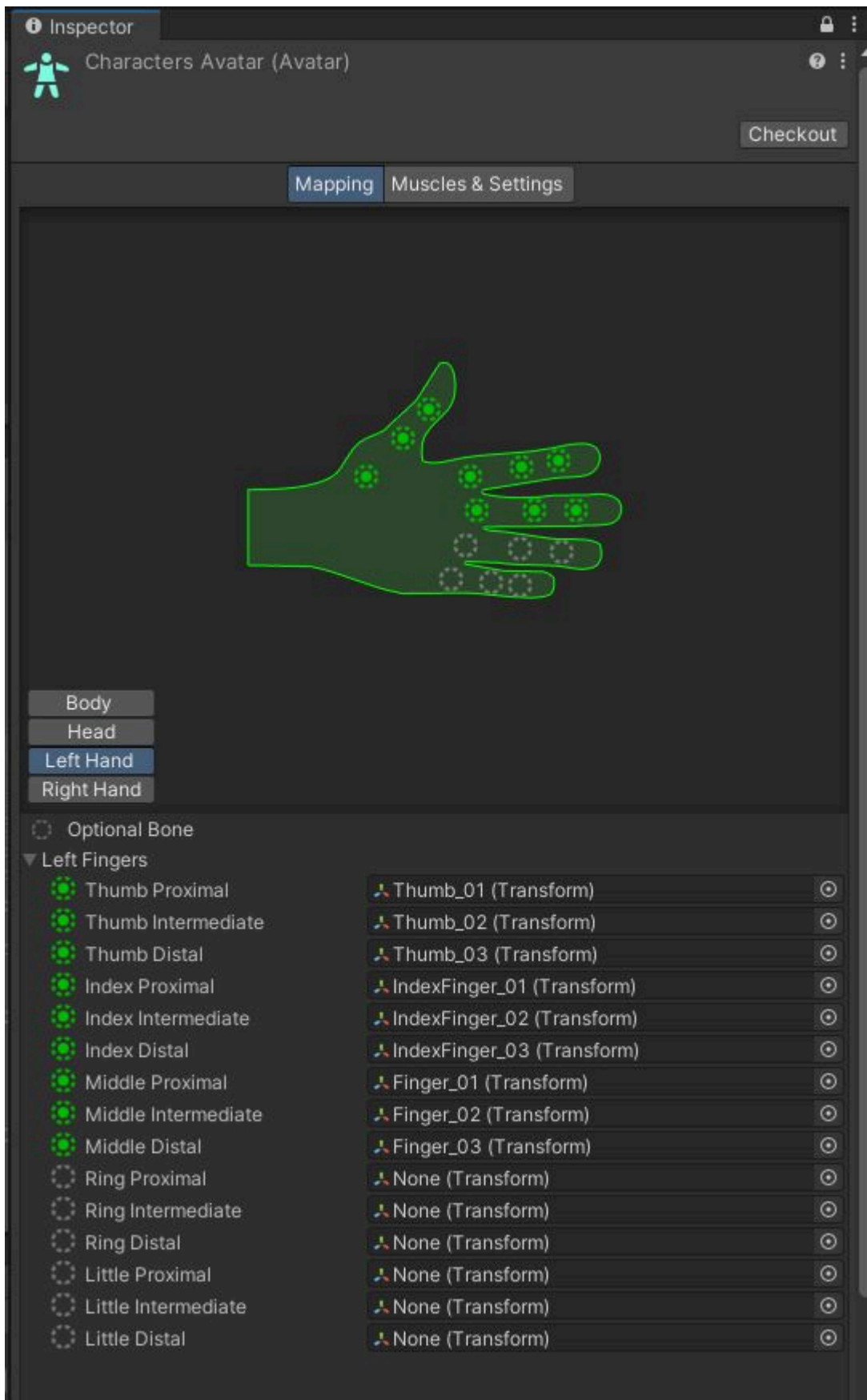
Modifying existing Avatar

Access Avatar Configuration:

- Click on **Configure...** to access the Avatar Configuration tab.

Bone Mapping:

- Review and adjust bone mappings to ensure precise alignment with the character's skeletal structure.
- NOTE: Synty POLYGON characters have three finger bone chains: the Thumb, Index, and a third 'mitt' which is a representation of the rest of the fingers on the hand. The default setup in Synty POLYGON Animation packs is to have the third 'mitt' finger mapped to the 'Middle' finger.
- By default, Unity sometimes automatically maps these finger joints to the 'Little' finger on a new Avatar configuration. This can result in Synty POLYGON animations not correctly playing finger animation on such an avatar.
- To ensure the correct interpretation of Synty POLYGON animation, configure the hands to match the setup displayed below:



Preview and Apply:

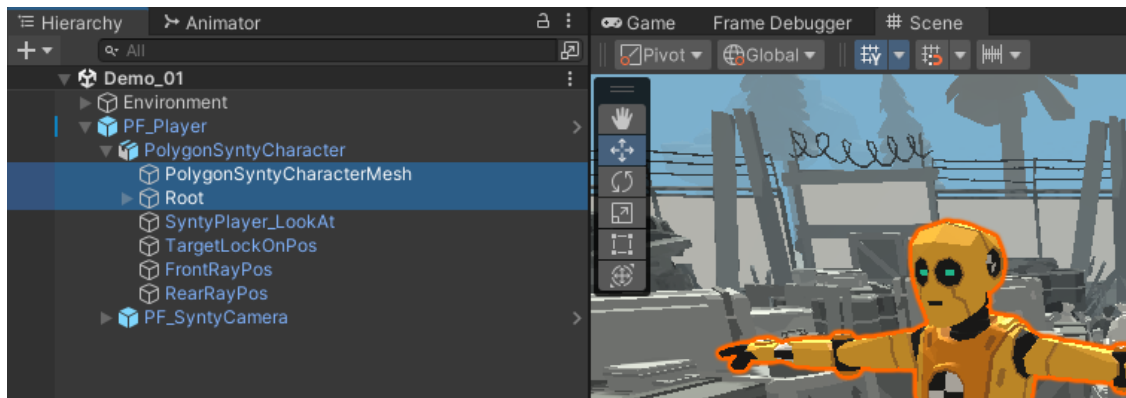
- Check for any errors that occur or if you are using the same bone in two definitions in the skeletal mapping
- Apply changes to update the avatar properties.

Now animations from the Idles pack can be applied to an Animator or a Timeline using the new character, and will retarget automatically due to the Humanoid setup.

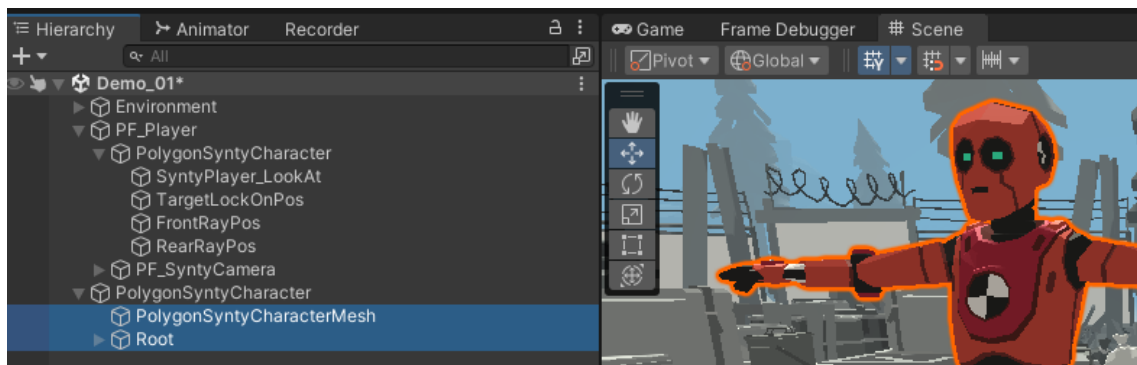
Integrating Synty Animation Idles with Synty Base Locomotion

Synty's Idle animations are designed to integrate easily with existing Synty animation packages. If you already own Base Locomotion, you can get the **PF_Player** prefab set up to work with Idles pack animations.

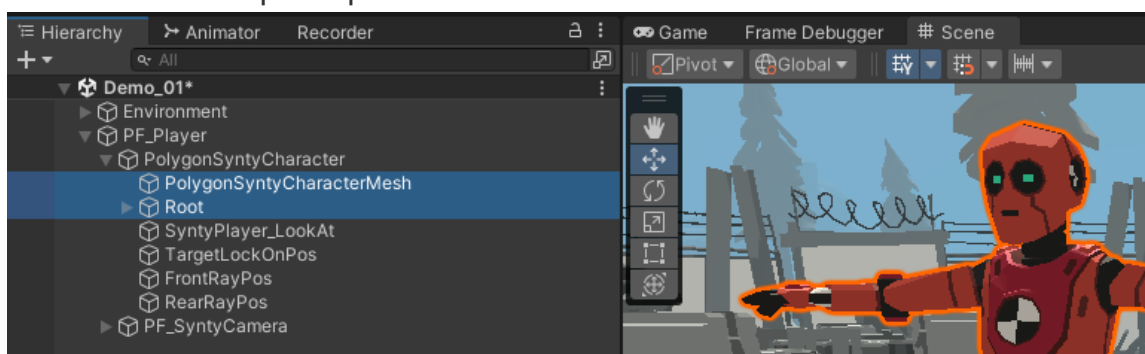
1. Either use the Section 3 guide on the **Prop Bone Binder Tool**, or replace the BaseLocomotion character with the Idles pack character (which includes the prop bone) using these steps:
2. Open a scene in a project containing Base Locomotion and import the Idles package (see Section 1 of this guide).
3. Select the **PF_Player** object in the scene hierarchy, right-click and choose 'Prefab' > 'Unpack Completely'
4. Beneath the **PolygonSyntyCharacter** node, select and delete the **PolygonSyntyCharacterMesh** and **Root** nodes.



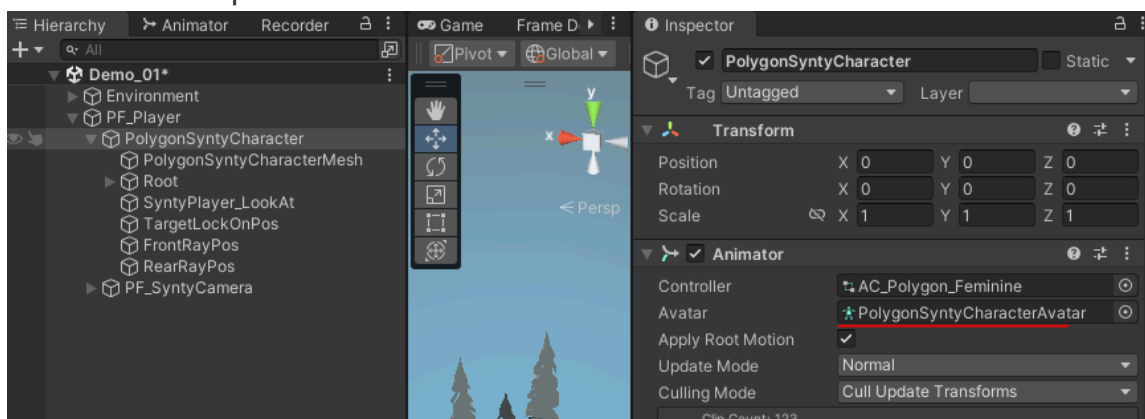
5. Drag a new **PolygonSyntyCharacter** from the Idles package into the scene.
6. Right click on this new prefab and select 'Prefab' > 'Unpack Completely'.



- Now drag the two nodes **PolygonSyntyCharacterMesh** and **Root** from the new Idles pack Prefab into the place of the two deleted nodes under the **PolygonSyntyCharacter** inside **PF_Player**. You can delete the rest of the Animation Idles pack prefab's nodes.



- On the node **PolygonSyntyCharacter** (below **PF_Player**), update the Avatar on the Animator component to use the **PolygonSyntyCharacter** Avatar from the Idles pack.

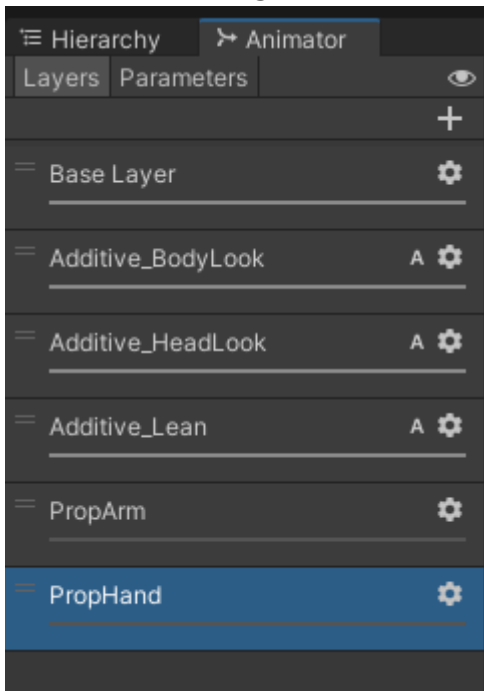


- From here you can begin to add new functionality to the existing controller, e.g. new idle states, fidgets etc.

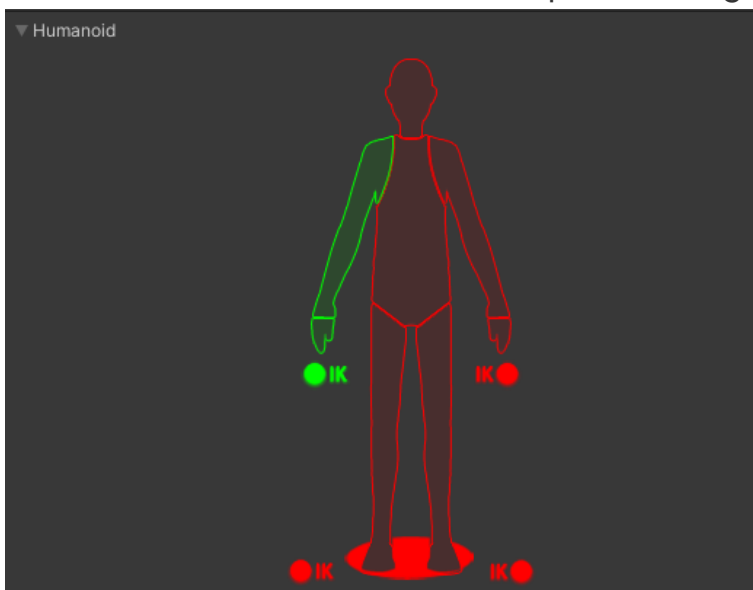
Adding a prop to existing Synty Base Locomotion Animations

A simple way to add a prop-in-hand' pose to Synty's Base Locomotion pack of animations and controller is to use Animation Layers in Unity.

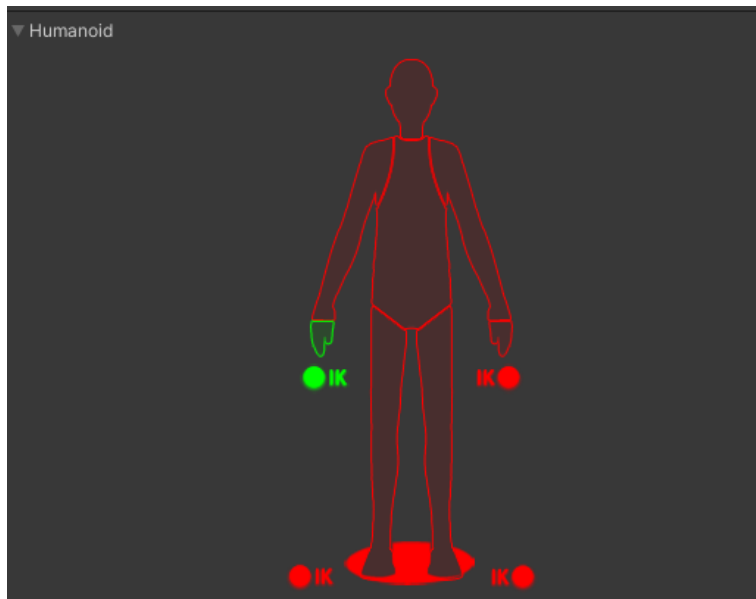
1. Select the BaseLocomotion pack's Animation Controller you intend to use (e.g. **AC_Polygon_Feminine**)
2. In the **Animator** tab, create two new Animation Layers called **PropArm** and **PropHand**
3. Set both layers to 'Override' in the 'Blending' option.
4. Set the weight on the **PropArm** layer to a value somewhere around 0.6 to 0.9, and the weight on the **PropHand** layer to 1.



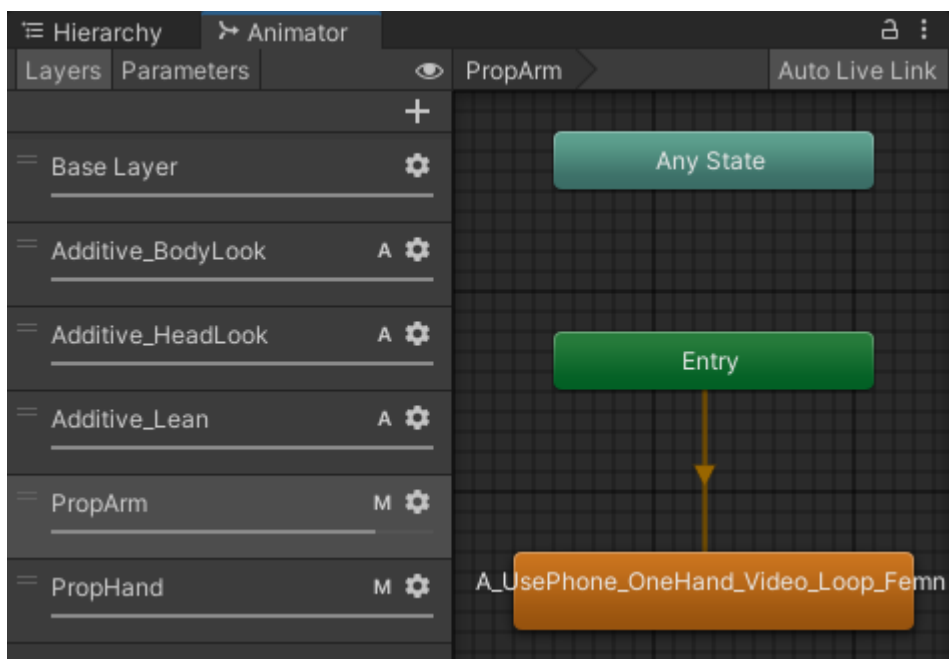
5. Create an AvatarMask asset called **Mask_Arm_R**. In the inspector, under the **Humanoid** section, deselect all except for the right-arm components.



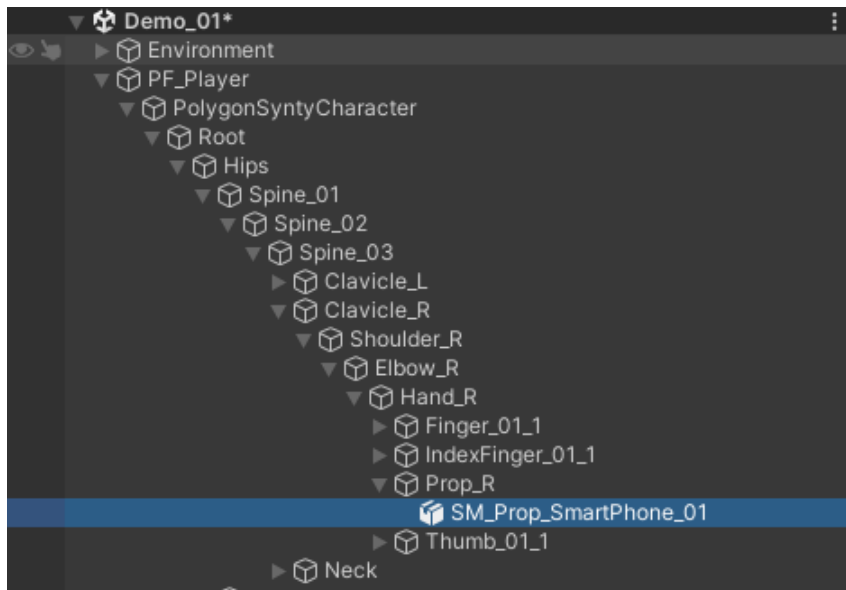
6. Create a second AvatarMask asset, name it **Mask_Hand_R** and repeat the same steps as for the other mask, but this time select only the right hand component.



7. Now back in the Animator, apply **Mask_Arm_R** to the **PropArm** animation layer, and **Mask_Hand_R** to the **PropHand** animation layer.
8. Navigate to a desired idle animation that includes a prop, (e.g. **Assets/Synty/AnimationIdles/Animations/Polygon/Feminine/UsePhone/Stances/**) and for both layers, drag and drop the new idle pose clip (e.g. **A_POLY_IDL_UsePhone_OneHand_Video_Loop_Femn**) into the Animator graph so it becomes the default animation for that layer.



9. Drag a prop into the scene and parent it under the **Prop_R** bone on the character.



10. The Base Locomotion character should now hold the prop correctly. The reason for having two layers is so that the hand will grip the prop with a 100% override to have the correct pose on the fingers and prop bone, while the arm will have a more subtle 60–90% override, still inheriting 10–40% of the Base Locomotion animation to look more natural.



11. For the Animator to play full-body animations from the Idles pack itself, the layer overrides would need to be disabled so the full body animation plays normally.

5. Idle Animations

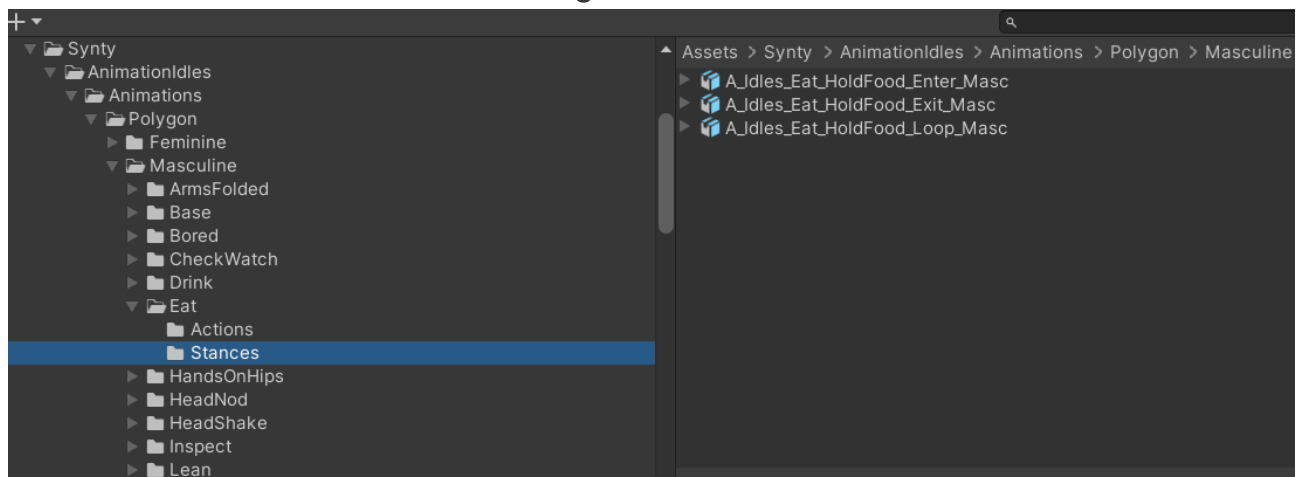
Overview

The Idles animation pack gives the user 330 motions to be used in a wide range of contexts, from background, non-player characters, to hero animations front and centre in game.

These ready-to-use motions have been split into two gender categories: Masculine and Feminine.

A base pose of neutral 'standing/breathing' is included for each gender. From these two default cycles, a character can blend to and from a vast array of different animations within the Idles pack.

Under each Masculine/Feminine directory, the animations are split up by broad category (e.g. 'Bored', 'Lean', or 'Eat' etc, pictured below). Below this category folder there are two further subcategories of animation: 'Actions' and 'Stances'.



Actions and Stances

Actions

Actions are one-off animations that start and end in the idle pose of their particular category.

- E.g. Action animation **A_POLY_IDL_CheckWatch_Masc** starts and ends in the base pose of **A_POLY_IDL_Base_Masc** allowing for a seamless transition.
- E.g. Action animation **A_POLY_IDL_UsePhone_OneHand_Photo_Femn** starts and ends in the default 'UsePhone_OneHand' pose – i.e. the pose from the stance **A_POLY_IDL_UsePhone_OneHand_Loop_Femn**

Special-Case Actions

It should be noted that a few animations end in a different stance to which they started.

E.g. The Action animation **A_POLY_IDL_Drink_Shot** (both Masc and Femn versions) starts from the **A_POLY_IDL_Drink_Hold_Loop** stance, however as the character throws away their glass at the end of the action, they return to a base idle stance (**A_POLY_IDL_Base**).

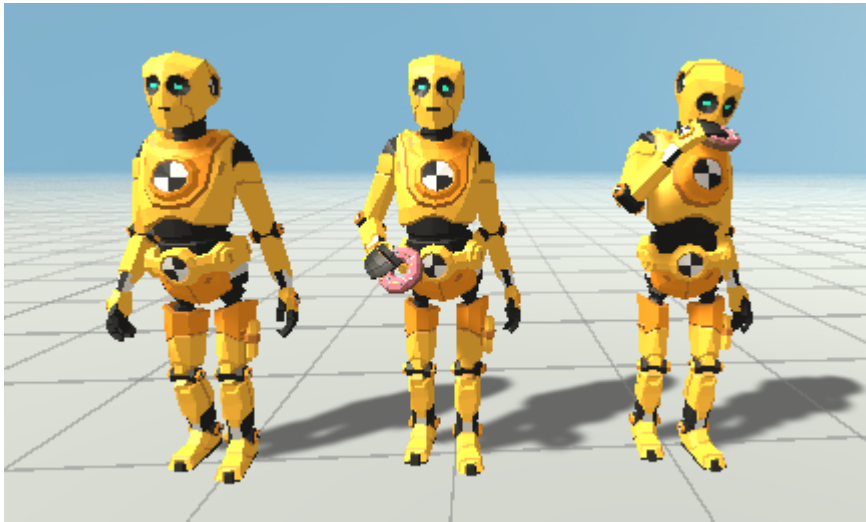
These animations are:

- **A_POLY_IDL_Drink_Shot**
- **A_POLY_IDL_Eat_Scoff**

Stances

Stances are idle loops that come with three different animations: an **Enter**, **Loop**, and **Exit**. The Enter and Exit animations allow the user to transition smoothly between the Base stance and the new desired stance.

Because the **Action** animations start and end in a variety of stances, the **Stance** Enter/Exit animations give the user a fluid way to transition to any desired stance, which can then flow into a desired action (and back again) as needed.



- E.g. From the default **A_POLY_IDL_Base_Masc** stance, the **A_POLY_IDL_Eat_Hold_Enter_Masc** in the **Eat/Stances** folder transitions to a 'holding-food' pose with an arm raised.
- To maintain this new stance, the animation **A_POLY_IDL_Eat_Hold_Loop_Masc** could be looped from here.
- From this new 'Eat_Hold' stance, a character could transition seamlessly to an **Action** such as **A_POLY_IDL_Eat_Large_Masc** from the **Eat/Actions** folder.
- Finally using **A_POLY_IDL_Eat_Hold_Exit_Masc** in the **Eat/Stances** folder, the character can blend back to the **A_POLY_IDL_Base_Masc** stance.

Stances as Versatile Motions

Stances can also be in different configurations to lengthen, shorten or continually loop a motion, constructing animation that fits your needs.

- Under the folder **Waving/Stances**, the animation **A_POLY_IDL_Wave_Big_Enter_Masc** can be used to start a wave animation, transitioning from the **A_POLY_IDL_Base_Masc** pose.
- The animation **A_POLY_IDL_Wave_Big_Loop_Masc** is the looping part of the wave, and can be cycled as many times as the user desires to lengthen how long the character waves for. Whether you just want one quick wave or a continuous waving cycle, the flexibility allows for many different options.
- The animation **A_POLY_IDL_Wave_Big_Exit_Masc** can then be used to return to the **A_POLY_IDL_Base_Masc** pose.

Special-Case Stances

A small number of stances have more than one Enter or Exit animations to provide variety in how a stance may transition. These special case animations are *in addition* to the regular Enter or Exit animation that are included in the particular stance. These additional animations are:

- **A_POLY_IDL_UsePhone_OneHand_Enter_BackPocket**
- **A_POLY_IDL_UsePhone_OneHand_Exit_BackPocket**
- **A_POLY_IDL_PickNose_Exit_Eat**

Storing/Taking Out Props

Some of the animations in this Idles pack include props that could potentially remain parented to the body and still visible once they are 'stored'/'put-away' on the character's body. The best examples of this are:

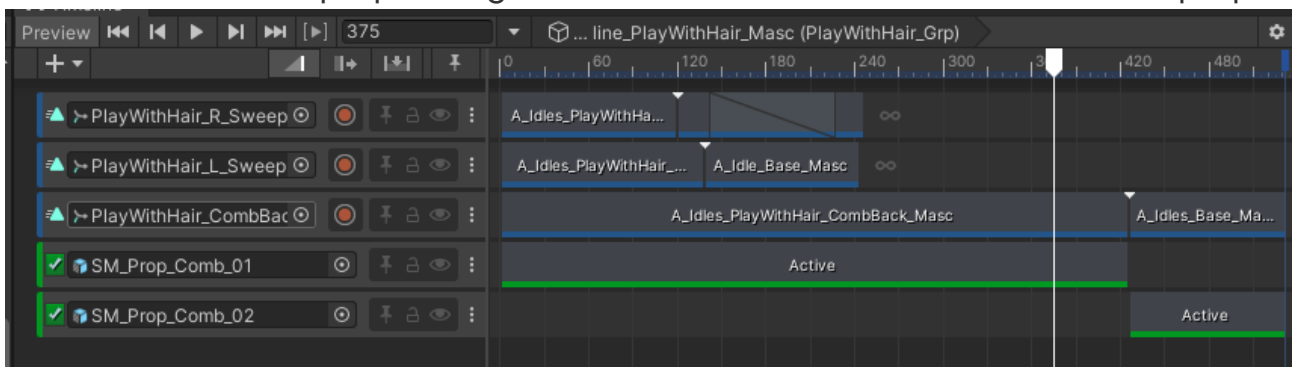
- **A_POLY_IDL_PlayWithHair_CombBack_Masc**
- **A_POLY_IDL_UsePhone_OneHand_Enter_BackPocket**
- **A_POLY_IDL_UsePhone_OneHand_Exit_BackPocket**

For this 'stored' prop position, it is recommended to either reparent the prop, or use a second prop object (placed at the desired position on the body and parented a spine bone, for example) that has its visibility toggled during 'take out' or 'put-away' moments of its animation.

Because the **Prop_R** bone is a child of the **Hand_R** bone and the arm hierarchy. Even if the **Prop_R** bone is animated to remain static and attached to the body, if its parent hand bone or arm hierarchy makes any motion itself, then the keyframes on the Prop bone will effectively be counter-animating against its parent in order to itself not move, possibly causing motion jitter as it interpolates.



A setup exists in the Gallery scene demonstrating the transition from a prop parented to the **Prop_R** bone to a prop parented **Spine_03** bone. The group **PlayWithHair_Grp** contains the timeline **Timeline_PlayWithHair_Masc**, demonstrating transitions during the animations **A_POLY_IDL_PlayWithHair_CombBack_Masc** and **A_POLY_IDL_Base_Masc**, swapping between two comb props using an 'Active' track to hide and unhide each prop.



Equally, a visibility toggle achieving the same result could be triggered by an Animation Event to work on a controllable player, character etc.

6. Tips for working with Animation Idles

Animation Files

Optimizing Animation Performance

Unity has numerous options to help optimize performance when using animations. These options are within the animation tab for each fbx animation asset.

Import Settings:

- Use the **Rig** tab to configure Avatar Definition and Animation Type settings.
- Enable **Optimize Game Objects** to remove redundant Transform components.
- Consider enabling **Import Blend Shapes** if needed.

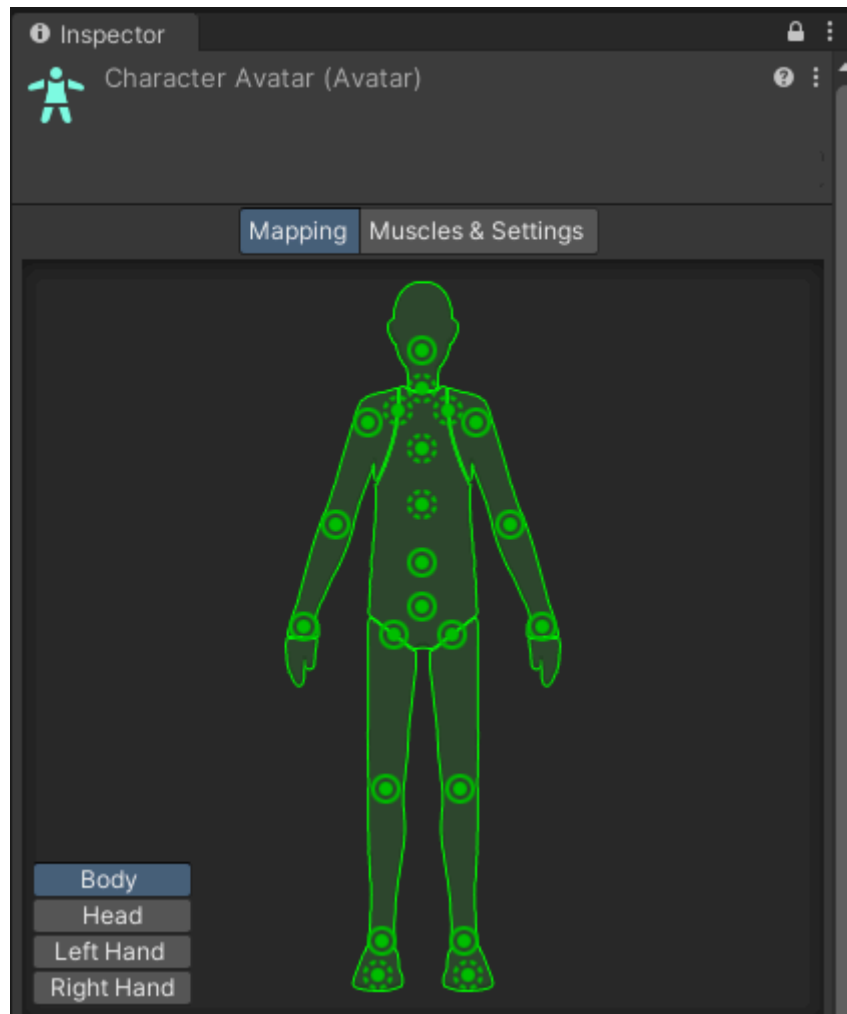
Animation Compression:

- Utilize Unity's animation compression options.
- Use **Optimal** for keyframe reduction without sacrificing visual quality.
- Experiment with different compression ratios to find the right balance between performance and quality.

Remove Scale Curves:

- This setting removes constant animation curves with values identical to the object initial scale value.
- If not needed, (i.e. if there is no animated scaling anywhere in the animations) consider applying this option.
- Scale curves can impact performance, and removing them can streamline the animation data.

Mecanim Humanoid Character Avatar



In Unity, the Mecanim Humanoid Character Avatar serves as a fundamental framework for bipedal character animation. Essentially, an avatar in this context is a digital representation of a character's skeletal structure and body proportions. To access the avatar of a character you can find the mesh that the avatar definition is created from, in the case of the Synty pack, the Avatar is nested in the **Synty\AnimationIdles\Samples\Meshes\Characters** as the **PolygonSyntyCharacterAvatar**.

Here's a breakdown to clarify its purpose for users:

Humanoid Structure

Unity's mecanim Humanoid Character Avatar adheres to a bipedal structure,

aligning with the standard anatomy of human characters.

Compatibility Across Characters:

Designed to be universally compatible, the avatar allows users to apply animations seamlessly to a variety of humanoid characters, streamlining the animation process.

Other character models on different bipedal rigs can be added to the project, with their own Avatar set up to allow the animations from this pack and others to be applied to them, bypassing the issue of compatibility.

Configurable and Adaptable:

Users can configure their own avatars by adjusting the bone mappings and aligning them with Unity's Humanoid Avatar configuration.

Adjusting Avatar Properties

In Unity, within the rig tab of an asset you are able to define the skeleton type to one of the following, **Humanoid**, **Generic** or **Legacy**.

Humanoid is used when working with humanoid characters. It provides a standardized bone structure that makes it easier to work with humanoid animations, retargeting, and blending. The Humanoid rig is particularly useful when using Unity's Mecanim animation system.

Generic is a more flexible option that doesn't adhere to the humanoid bone structure. It allows for more custom setups but may not be as compatible with certain features like retargeting humanoid animations.

Legacy is used for the older animation system in Unity. It's not recommended for new projects, as Unity has shifted its focus to Mecanim and the Humanoid rig. The content within this pack is set up to be used with the Humanoid skeleton type, to leverage the aforementioned retargeting and blending with the Mecanim animation system.

7. Naming conventions

A_	Animation
AC_	Animation Controller
M_	Material
PM_	Physics Material
SK_	Skeletal Mesh
SM_	Static Mesh
T_	Texture

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9. Glossary

Term	Definition & Context
Animation Controller	<i>An Animation Controller in Unity is a system that manages the state machine for character animations. It defines how animations transition from one state to another based on conditions.</i>
Animation Layer	<i>Animation Layers in Unity are used for managing complex state machines for different body parts. For example, having a head look layer for turning the head with the camera direction, or having a lower-body layer for walking and jumping and an upper-body layer for throwing objects or shooting.</i>
Animation State	<i>Animation States represent individual animation clips or motions within an Animation Controller. These states define the specific animations a character can be in.</i>
Blend Tree	<i>A Blend Tree is a Unity mechanism that allows smooth transitions between animations by blending multiple animations based on input parameters, such as Speed or Direction.</i>
Character Avatar	<i>In Unity's Mecanim system, the Character Avatar refers to the digital representation of a character's skeletal structure, including bone hierarchy and rigging. It serves as the foundation for applying animations and controlling the character's movements within the game.</i>
Mecanim	<i>Mecanim is Unity's animation system, encompassing the Animation Controller, Animator component, and state machine. It provides a visual interface for designing complex character animations and facilitates the integration of character avatars, animation clips, and transitions.</i>
State Machine	<i>In the context of Unity's Animation Controller, a State Machine is a computational model that defines the various states a character or object can inhabit. It manages transitions between states based on specified conditions, influencing the character's behavior and animations.</i>

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