

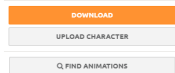
All our animations were made in Mixamo. Since Mixamo doesn't allow to anyone sell or share their animations - we had to delete all our animations from scenes

But characters have rigged. You have import T-pose to mixamo and get any animation you want. They allow do that if you make the game or video.

Simple

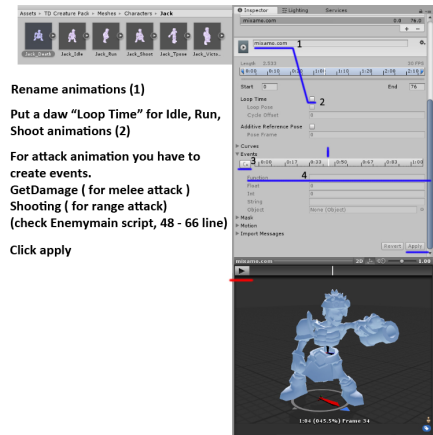
1. visit <https://www.mixamo.com/> and login there

2. Upload our T-pose, choose any animation (we used run, attack, death, victory and idle)



3. Then download it to Unity.

4. And simply set up it. How we did that



Rename animations (1)

Put a daw "Loop Time" for Idle, Run, Shoot animations (2)

For attack animation you have to create events.

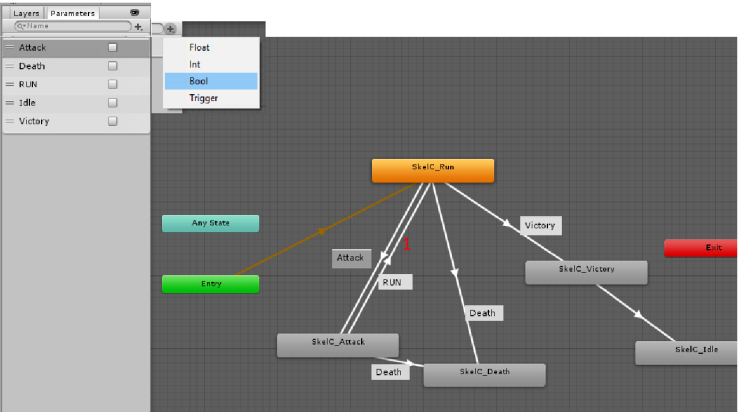
GetDamage (for melee attack)

Shooting (for range attack)

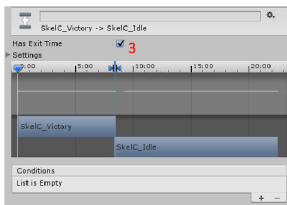
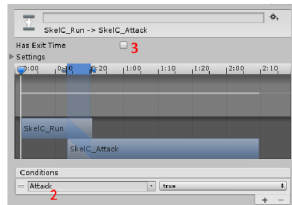
(check EnemyMain script, 48 - 66 line)

Click apply

5. Then you have to set up your animators. We did it next way. Be careful in upercase!

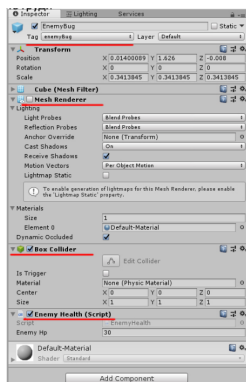
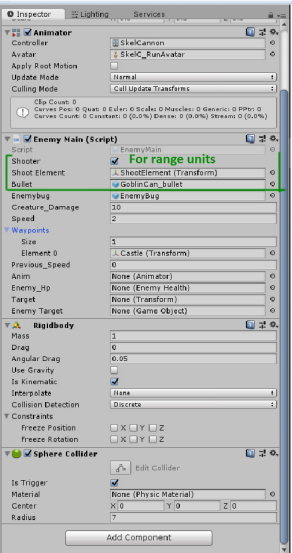


6. Check the jackdaw "Has Exit Time"



7. Then you have assign our scripts to the Enemy

Enemy Main to the enemy and Enemy Health to the cubeEnemyBug in the enemy



8. If the character has range attack - assign Enemy bullet script to the bullet

