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Description

AnimTool is a tool that allows you to set up a large number of animations in your project in a couple of clicks, which allows you to save hours of setup.

Getting Started

Requirements

AnimTool requires Unity 2021.3 LTS or higher.

We aim to support all upcoming Unity versions, but keep in mind that Alpha and Beta versions of Unity are not officially supported. This is because Unity can introduce changes under the hood that break AnimTool functionality, and we need some time to adjust and push fixes.

Verified on Unity versions

- **Unity 2022.1**
- **Unity 2021.3 (LTS)**

Download

Head over to the Unity [Asset Store](#) to download AnimTool!

AnimTool Licenses

- **One license required for each individual user.**

For more information, check the [EULA](#) and [FAQ](#).

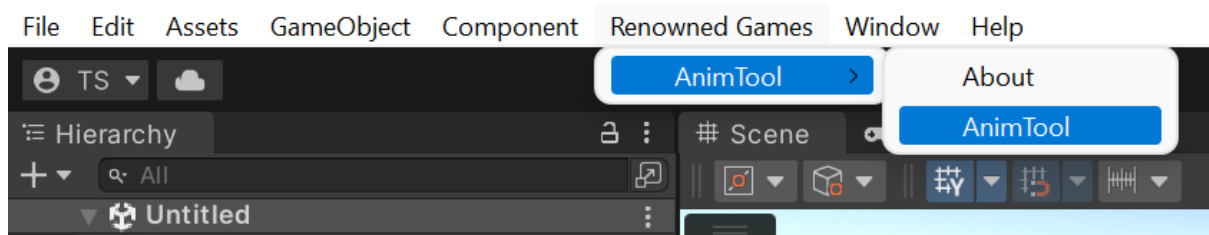
Setup

After the package has been imported, no action or configuration is required on your part!

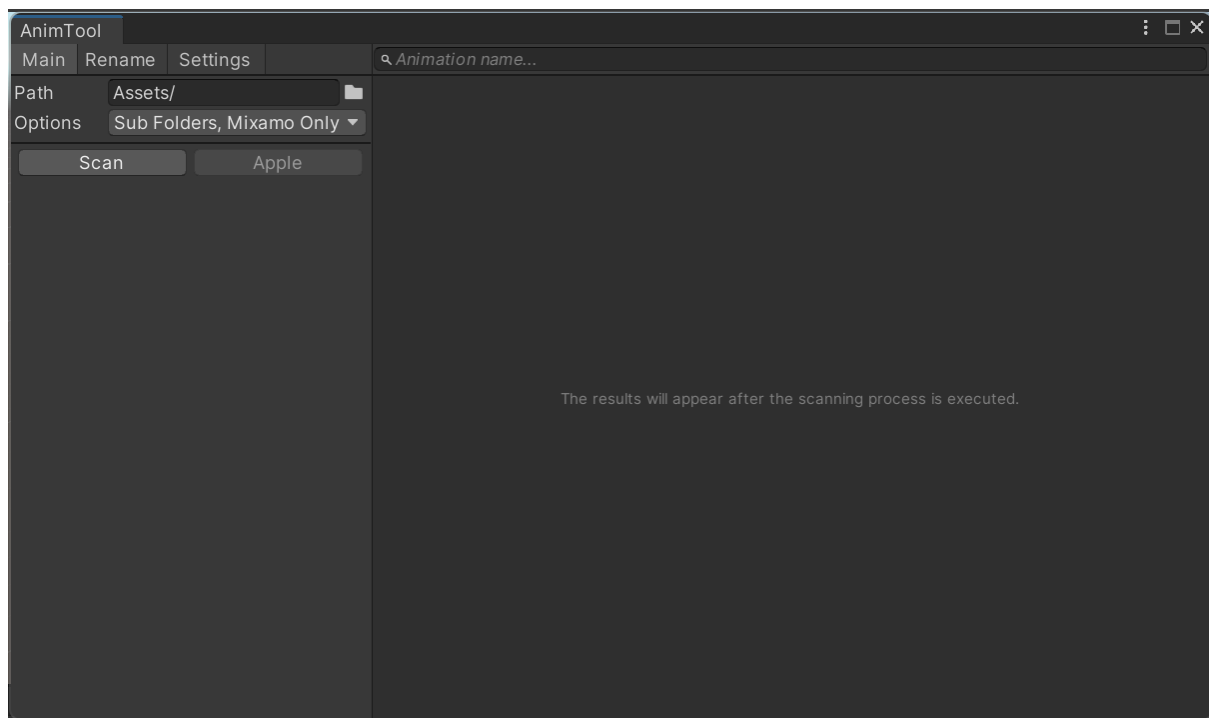
AnimTool

Menu Item

Go to the tab *RenownedGames/AnimTool* -> *AnimTool*



Interface



Main

The path field determines in which directory you need to take the animations to configure.

The option field determines additional options for the scanning engine.

- Sub folder will scan all nested directories.
- Mixamo Only selects only animations from mixamo.
- Mesh includes animations which contain mesh.

Scan button executed scanning engine

Apply button execute configuring process.

Rename

Add desired operations to rename the original clip name.

Settings

Avatar- Avatar of desired model

Loop time - Play the animation clip through and restart when the end is reached.

Loop Pose - Loop the motion seamlessly.

Cycle Offset - Offset to the cycle of a looping animation, if it starts at a different time.

Root Transform Rotation

Bake into Pose - Bake root rotation into the movement of the bones. Disable to store as root motion .

Based Upon - Basis of root rotation.

Offset - Offset to the root rotation (in degrees).

Root Transform Position (Y)

Bake into Pose - Bake vertical root motion into the movement of the bones. Disable to store as root motion.

Based Upon (at Start) - Basis of vertical root position.

Offset - Offset to the vertical root position.

Root Transform Position (XZ)

Bake into Pose - Bake horizontal root motion into the movement of the bones.

Disable to store as root motion.

Based Upon - Basis of horizontal root position.

Offset - Offset to the horizontal root position.