

Asset store: <https://u3d.as/2GpD>

If you have any suggestions or questions, you can write to this email: [pirate.parrot.software@gmail.com](mailto:pirate.parrot.software@gmail.com)

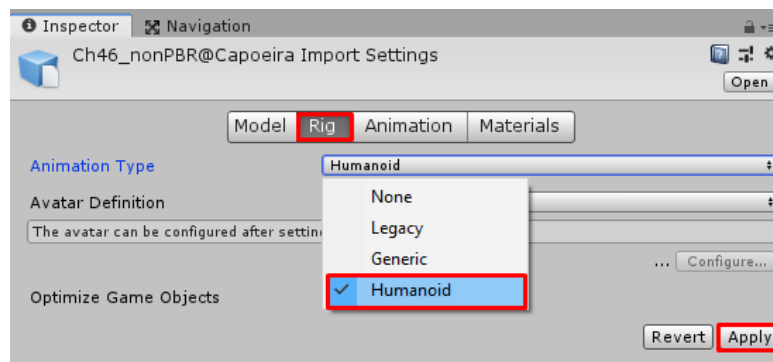
## How to use Humanoid animation?

- 1) Find the animation you need on the website <https://www.mixamo.com> and download it with the following settings:

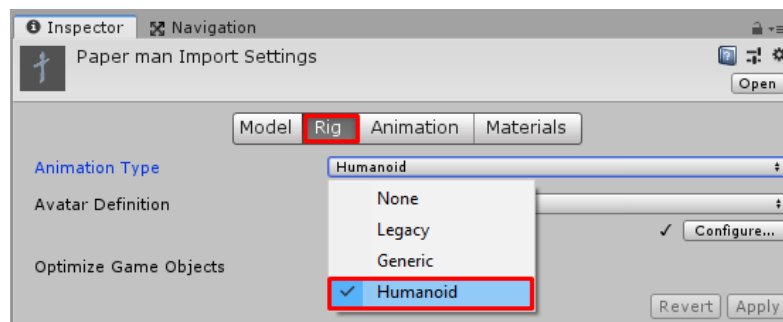
DOWNLOAD SETTINGS

Format	Skin
<input type="text" value="FBX Binary(.fbx)"/>	<input type="text" value="With Skin"/>
Frames per Second	Keyframe Reduction
<input type="text" value="60"/>	<input type="text" value="none"/>

- 2) Import the animation into your Unity project.
- 3) Select animation in Unity. In the Inspector window, on the Rig tab, change the Animation Type to Humanoid. Apply.



- 4) Make sure your model is also set to Humanoid Animation Type:



## List of animations used in the [Video](#)

### **Dance:**

Hokey Pokey  
Rumba Dancing  
Salsa Dancing

### **Idle:**

Arm Stretching  
Idle  
Shaking Hands 2

### **Running:**

Goofy Running  
Running  
Running Forward Flip