

RPG_Animations_Pack

How to use animation

1. Prepare your character.

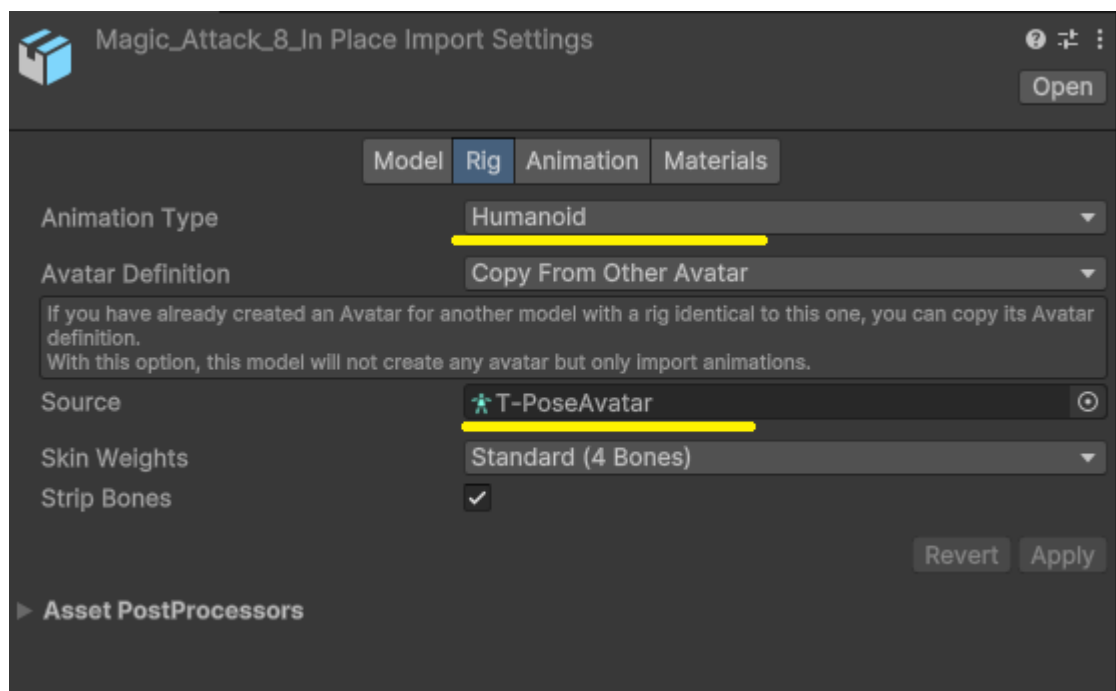
Your character's basic pose will be T-Pose or A-Pose.

The bone name will also be set to separate the left and right.

2. Prepare my animation.

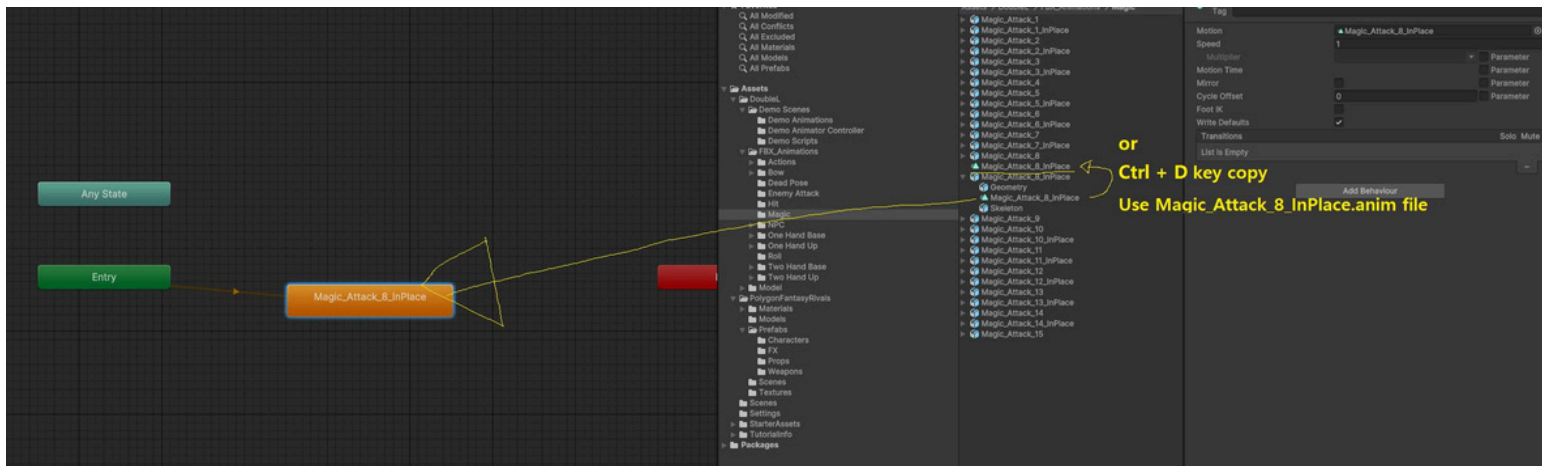
Select the FBX file and in the Rig settings,

Make sure that Type is set to Humanoid and Source is set to T-PoseAvatar.



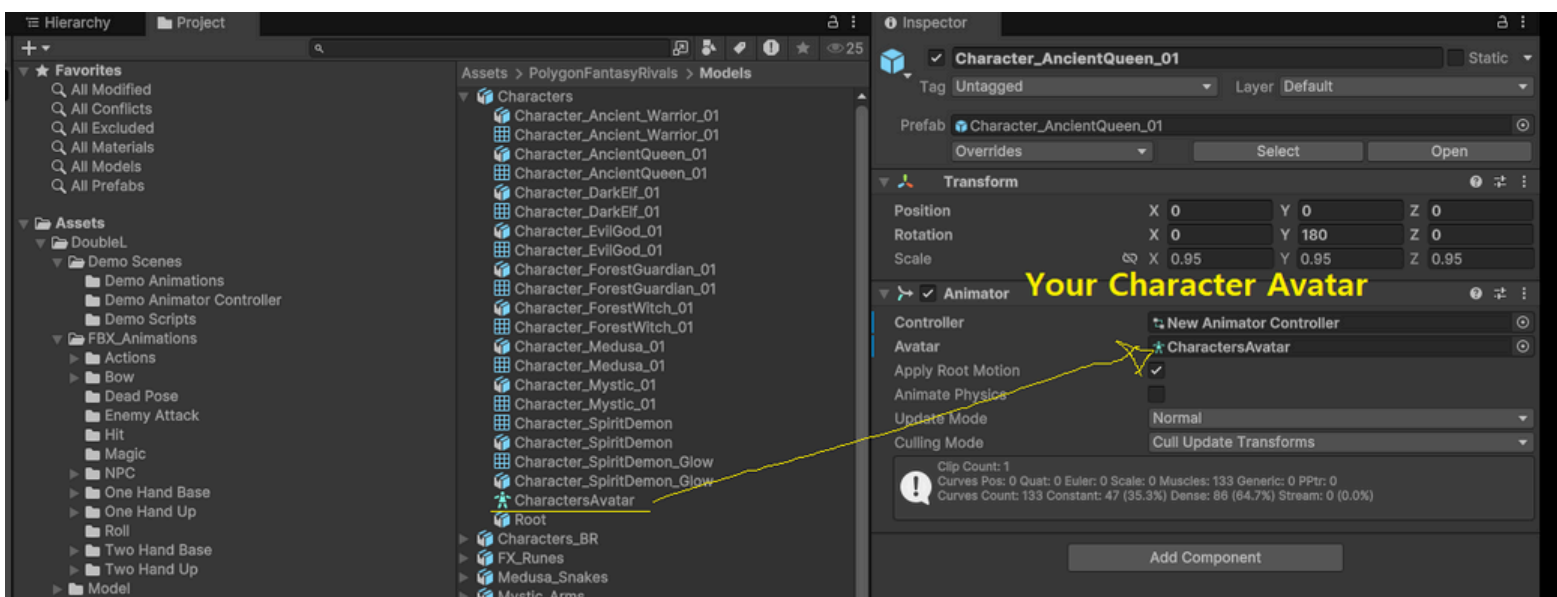
3. If you open the FBX file, you will see anim file.

You can use this anim file in Animator, but if you are going to modify it later, it is better to duplicate it and use it.



4. Select the anim file and press Ctrl + D to duplicate it. The file will be duplicated and placed in a separate folder.

If you register it in Animator and use it, it will automatically be set to fit your character's skeleton.

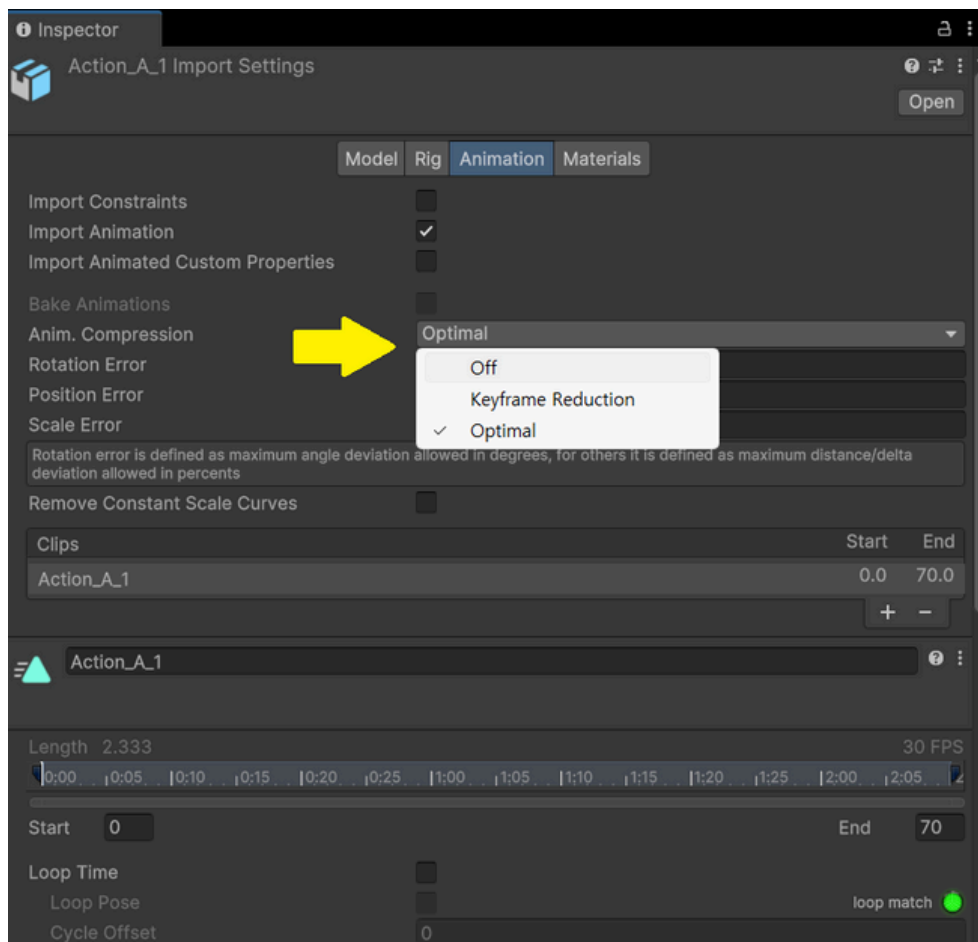


5. If you want to register or modify an event in an animation, you can refer to the documentation provided by Unity. <https://docs.unity3d.com/kr/2022.3/Manual/animator-UsingAnimationEditor.html>

In Unity, automatic retargeting is enabled when the character is set to humanoid.

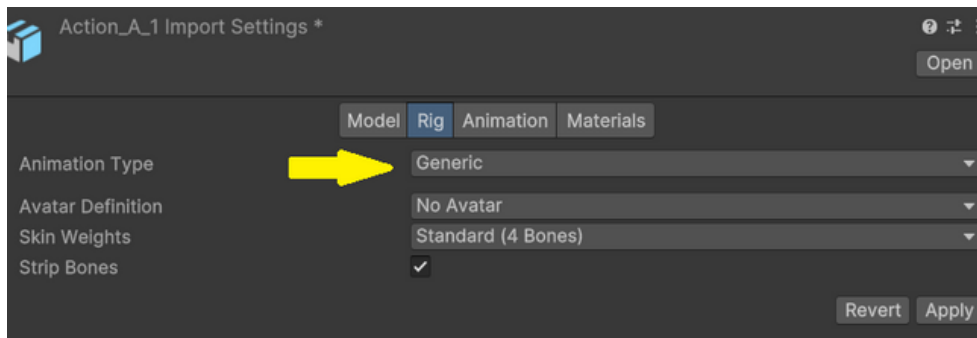
However, you may notice foot movement or tremors in each animation.

To fix this, set it as follows

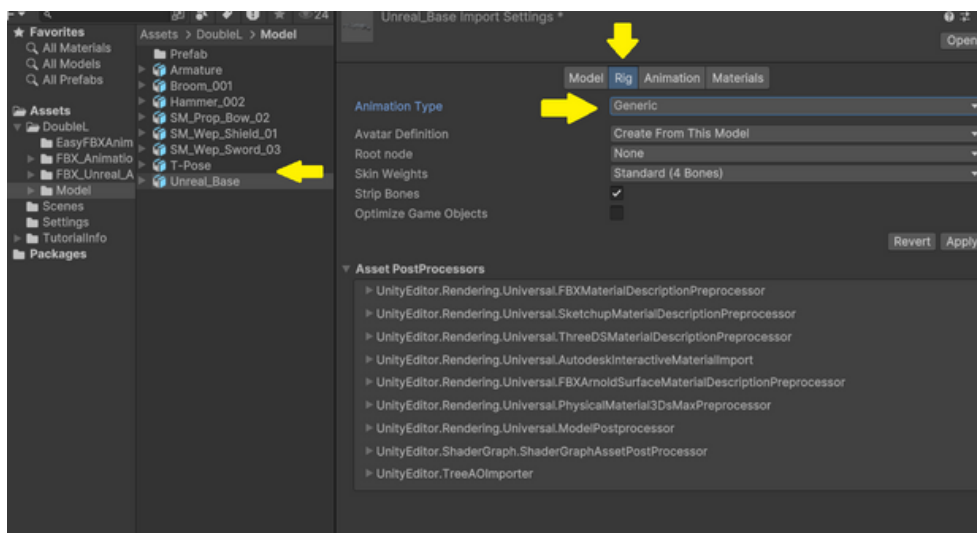


If you select the FBX file and set the Anim Compression setting to Off as shown in the screenshot above, it will resemble the original animation motion.

If you want to check the original animation, you can set it as follows:



In the FBX file settings, set the Animation Type setting to Generic.



Select the base model and set the same settings.

Once completed, place the model in an empty scene and then register the animation clip in Animator to check it.

If you plan to retarget animations using retargeting assets or program tools, it's recommended to set the retargeting to Generic.

If you plan to use animations in Unreal, set the animations in the FBX_Unreal_Animations folder to Generic and then transfer them to Unreal as is.

At this time, you can apply animation by setting the skeleton to the basic model provided in Unreal.

I upload information related to Unity on my YouTube.

Although it is in Korean, it will be easier to watch with English subtitles.

YouTube link

-> https://www.youtube.com/channel/UCE3Q3TW_mUD9-Q8B1F38_kQ

Thank you.