
MixamoAnimationDumper

Alejandro Barrachina Argudo, Pablo Sánchez Martín

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Tools to parse Mixamo fbx to csv for machine learning using unity and blender

1.1 Development

For development you will need the next packages:

- kaggle
- bpy

And you will need to install unity.

1.2 Documentation

For documentation you will need to install the next packages:

- sphinx
- sphinx_rtd_theme

2.1 objtoassetbundleconverter

2.1.1 Classes

class objtoassetbundleconverter.ObjToAssetBundleConverter

Bases: object

Class to convert obj files to assetbundles using Unity3D

copy_obj_files(*input_folder: str*) → None

Copy the obj files from the input folder to the Unity3D project folder

Args:

input_folder (str): path to the folder where the obj files are stored

obj_folder_path() → str

Returns the path to the folder where the obj files are stored

Returns:

str: path to the folder where the obj files are stored

project_persistentDataPath() → str

Returns the path to the Unity3D project persistent data path

Returns:

str: path to the Unity3D project persistent data path

run_unity_converter()

Run the Unity3D editor in terminal to convert the obj files to assetbundles

Raises:

subprocess.CalledProcessError: if the Unity3D editor fails to create the AssetBundles

unity_editor_exe() → str

Returns the path to the Unity3D editor executable

Returns:

str: path to the Unity3D editor executable

unity_project_path() → str

Returns the path to the Unity3D project

Returns:

str: path to the Unity3D project

class objtoassetbundleconverter.**TestConverterPaths**(*methodName='runTest'*)

Bases: TestCase

Unit test for the class ObjToAssetBundleConverter

setUp()

Hook method for setting up the test fixture before exercising it.

test_obj_folder_path()

Test the obj folder path

test_project_persistentDataPath()

Test the project persistent data path

test_unity_exe_path()

Test the unity editor executable path

test_unity_project_path()

Test the unity project path

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