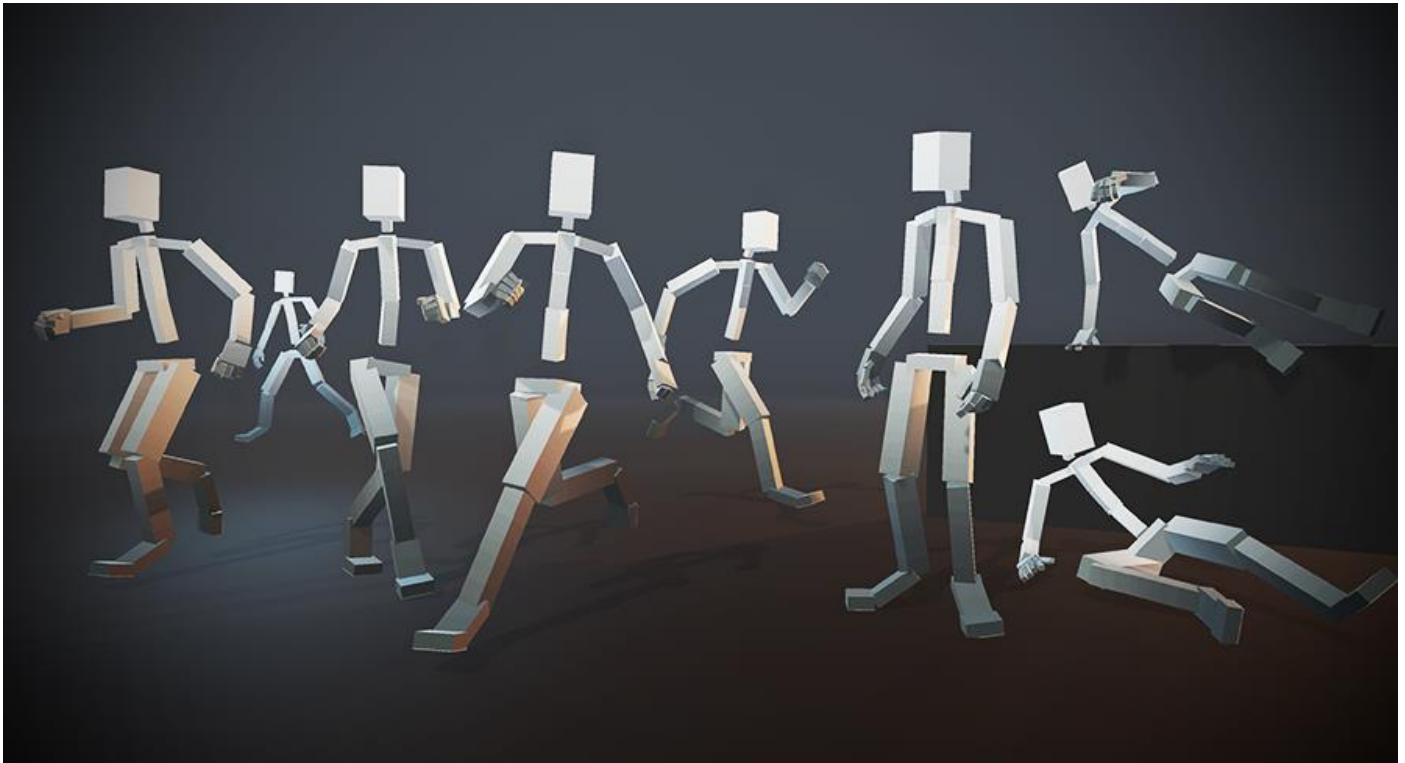


POLYGONMAKER ANIMATIONS



Thanks for purchasing a Polygonmaker Pack!

Please leave a feedback at Unity asset store if you liked! This is important for us.

In case of any issue, question or suggestion please contact us at contact@polygonmaker.com

Folder Structure

_SOURCE 1.2

The rig files are here.

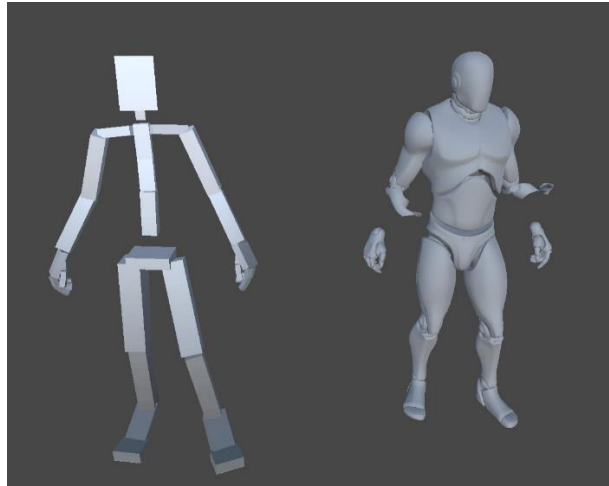
ANIMATIONS

All the animations are here. Setup to use mecanim.

There are some options without root motion.

KNOWN ISSUE

Using Polygonmaker animations with Unreal Rig inside Unity will cause issues by default:



Sometimes your character might be using Unreal rig. This will be seen as the forearm bones appear broken.

This can be fixed in two steps:

1. Import Fix for Unreal rig under “Source 1.2\Misc”
2. Click “Update Mask” on all animations

