



**synty®**

## **Emotes and Taunts**

Keyframe Animation pack

### **User Guide**

[www.syntystore.com](http://www.syntystore.com)

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## **1. Introduction**

Welcome to Animation Emotes And Taunts, a specialised animation pack designed for smooth integration across multiple platforms, delivering dynamic and expressive motion to your projects.

Featuring meticulously-crafted emote animations, this pack is primed to enhance your workflow and fill any project with drama and flair. From mocking celebrations, to slick dance moves, to heartbroken sobs, these versatile actions will bring characters to life with fluidity and personality.

Prepare to flex those creative muscles, and let your characters steal the spotlight with the power of emotes!

From all of us at Synty,  
We thank you for the support!

## 2. Installation and Setup

### Requirements

Animation component files

- Unity supports FBX imports across all current LTS versions

Sample content

- TextMesh Pro Unity package - in order to correctly see Gallery scene text labels
- Timeline Unity package - in order to play animations inside the Galleries

### Unity Asset Store Installation

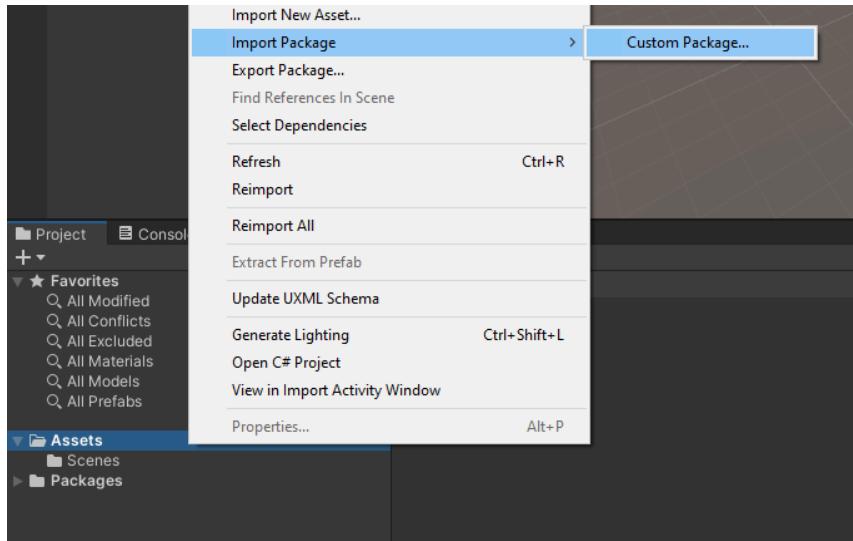
If you purchased Animation Emotes and Taunts from the Unity Asset Store, you can download the latest package using the **Unity Package Manager**, as follows:

1. Open **Unity Package Manager** from the top menu **Window > Package Manager**
2. Change the Packages drop down to **My Assets**
3. Look for or search '**Synty Animation Emotes and Taunts**' and click **Install**

### Synty Store Installation

If you purchased Animation Emotes and Taunts from [www.syntystore.com](http://www.syntystore.com), you will need to do the following:

1. Open your Project window (from top menu select **Window > General > Project**)
2. Right Click in the **Assets** directory and select **Import Package > Custom Package...** from the right click menu



3. Navigate to where you downloaded the .unitypackage file and click 'Open'
4. You will be presented with a window to import the package, click 'Import'.

### 3. Animation Pack Components

The Animation Pack features 280 purpose-built animations. It has a comprehensive range of emotional categories, such as happy, sad, angry, reproach, affection, taunt, and more.

#### Key features

##### Animation formats

- 140 total animations for each format: Polygon and Sidekick – the two key types of Synty characters.

##### Animation Sets

Within each character format (Sidekick and Polygon), there are:

- 70 Emote character animations per format including RootMotion versions, with smooth blending and transitions to and from their relevant idle poses.

##### Humanoid Character Avatar:

- These animations integrate with Unity's Mecanim system, providing a foundation for utilising animations across different characters easily.

## Gallery Scenes:

- Two scenes (Sidekick and Polygon) showcasing the animations as separate assets for users to view clearly as individual animations.

## List of Polygon Character Animations

<b>Feminine</b> <b>Affection</b> A_POLY_EMOT_Affection_BlowKiss_Femn.fbx A_POLY_EMOT_Affection_CallMe_Femn.fbx A_POLY_EMOT_Affection_FingerHeart_Femn.fbx A_POLY_EMOT_Affection_HeartHands_Femn.fbx	<b>Masculine</b> <b>Affection</b> A_POLY_EMOT_Affection_BlowKiss_Masc.fbx A_POLY_EMOT_Affection_CallMe_Masc.fbx A_POLY_EMOT_Affection_FingerHeart_Masc.fbx A_POLY_EMOT_Affection_HeartHands_Masc.fbx
<b>Aggressive</b> A_POLY_EMOT_Aggressive_MenacingFists_Femn.fbx A_POLY_EMOT_Aggressive_Roar_High_Femn.fbx A_POLY_EMOT_Aggressive_Roar_Low_Femn.fbx A_POLY_EMOT_Aggressive_ThroatSlit_Femn.fbx A_POLY_EMOT_Aggressive_ThumbsDown_Roman_Femn.fbx	<b>Aggressive</b> A_POLY_EMOT_Aggressive_MenacingFists_Masc.fbx A_POLY_EMOT_Aggressive_Roar_High_Masc.fbx A_POLY_EMOT_Aggressive_Roar_Low_Masc.fbx A_POLY_EMOT_Aggressive_ThroatSlit_Masc.fbx A_POLY_EMOT_Aggressive_ThumbsDown_Roman_Masc.fbx
<b>Angry</b> A_POLY_EMOT_Angry_ShakeFist_Femn.fbx A_POLY_EMOT_Angry_StranglingMotion_Femn.fbx A_POLY_EMOT_Angry_TantrumStomp_Femn.fbx A_POLY_EMOT_Angry_Tantrum_Femn.fbx	<b>Angry</b> A_POLY_EMOT_Angry_ShakeFist_Masc.fbx A_POLY_EMOT_Angry_StranglingMotion_Masc.fbx A_POLY_EMOT_Angry_TantrumStomp_Masc.fbx A_POLY_EMOT_Angry_Tantrum_Masc.fbx
<b>Base</b> A_POLY_EMOT_Base_Idle_Femn.fbx	<b>Base</b> A_POLY_EMOT_Base_Idle_Masc.fbx
<b>Celebrate</b> A_POLY_EMOT_Celebrate_AirGuitar_Femn.fbx A_POLY_EMOT_Celebrate_AmpedSkitter_Femn.fbx A_POLY_EMOT_Celebrate_BeatChest_Femn.fbx A_POLY_EMOT_Celebrate_Clapping_Polite_Femn.fbx A_POLY_EMOT_Celebrate_Dab_Femn.fbx A_POLY_EMOT_Celebrate_DustShoulder_Femn.fbx A_POLY_EMOT_Celebrate_FingerGuns_Double_Femn.fbx A_POLY_EMOT_Celebrate_FingerGuns_Single_Femn.fbx A_POLY_EMOT_Celebrate_HandOnHeart_Femn.fbx	<b>Celebrate</b> A_POLY_EMOT_Celebrate_AirGuitar_Masc.fbx A_POLY_EMOT_Celebrate_AmpedSkitter_Masc.fbx A_POLY_EMOT_Celebrate_BeatChest_Masc.fbx A_POLY_EMOT_Celebrate_Clapping_Polite_Masc.fbx A_POLY_EMOT_Celebrate_Dab_Masc.fbx A_POLY_EMOT_Celebrate_DustShoulder_Masc.fbx A_POLY_EMOT_Celebrate_FingerGuns_Double_Masc.fbx A_POLY_EMOT_Celebrate_FingerGuns_Single_Masc.fbx A_POLY_EMOT_Celebrate_HandOnHeart_Masc.fbx
<b>Dance</b> A_POLY_EMOT_Dance_ChestPump_Femn.fbx A_POLY_EMOT_Dance_GreasedLightnin_Femn.fbx A_POLY_EMOT_Dance_RunningStep_Femn.fbx A_POLY_EMOT_Dance_Spin_Slick_Femn.fbx A_POLY_EMOT_Dance_Twist_Femn.fbx	<b>Dance</b> A_POLY_EMOT_Dance_ChestPump_Masc.fbx A_POLY_EMOT_Dance_GreasedLightnin_Masc.fbx A_POLY_EMOT_Dance_RunningStep_Masc.fbx A_POLY_EMOT_Dance_Spin_Slick_Masc.fbx A_POLY_EMOT_Dance_Twist_Masc.fbx
<b>Greet</b> A_POLY_EMOT_Greet_Beckon_Finger_Femn.fbx A_POLY_EMOT_Greet_Bow_Femn.fbx A_POLY_EMOT_Greet_Bow_MartialArts_Femn.fbx A_POLY_EMOT_Greet_Curtsy_Femn.fbx A_POLY_EMOT_Greet_Salute_Femn.fbx A_POLY_EMOT_Greet_Salute_Stomp_Femn.fbx A_POLY_EMOT_Greet_WaveOver_Femn.fbx	<b>Greet</b> A_POLY_EMOT_Greet_Beckon_Finger_Masc.fbx A_POLY_EMOT_Greet_Bow_MartialArts_Masc.fbx A_POLY_EMOT_Greet_Bow_Masc.fbx A_POLY_EMOT_Greet_Curtsy_Masc.fbx A_POLY_EMOT_Greet_Salute_Masc.fbx A_POLY_EMOT_Greet_Salute_Stomp_Masc.fbx A_POLY_EMOT_Greet_WaveOver_Masc.fbx

A\_POLY\_EMOT\_Greet\_Wave\_Femn.fbx

### **Happy**

A\_POLY\_EMOT\_Happy\_ArmsRaised\_Femn.fbx  
A\_POLY\_EMOT\_Happy\_FistPump\_Femn.fbx  
A\_POLY\_EMOT\_Happy\_Nodding\_Confident\_Femn.fbx  
A\_POLY\_EMOT\_Happy\_ThumbsUp\_Femn.fbx  
A\_POLY\_EMOT\_Happy\_TwoThumbs-Bold\_Femn.fbx  
A\_POLY\_EMOT\_Happy\_TwoThumbs-Mild\_Femn.fbx

### **Reproach**

A\_POLY\_EMOT\_Reproach\_CalmDown\_Femn.fbx  
A\_POLY\_EMOT\_Reproach\_HeadTap\_YouCrazy\_Femn.fbx  
A\_POLY\_EMOT\_Reproach\_ShakeFinger\_Femn.fbx  
A\_POLY\_EMOT\_Reproach\_WaveAway\_Femn.fbx

### **Sad**

A\_POLY\_EMOT\_Sad\_Crying\_Femn.fbx  
A\_POLY\_EMOT\_Sad\_Facepalm\_Femn.fbx  
A\_POLY\_EMOT\_Sad\_HighFive\_Femn.fbx  
A\_POLY\_EMOT\_Sad\_MelodramaticFaint\_Femn.fbx  
A\_POLY\_EMOT\_Sad\_Shrug\_Femn.fbx  
A\_POLY\_EMOT\_Sad\_ThumbsDown\_Femn.fbx  
A\_POLY\_EMOT\_Sad\_Tired\_Femn.fbx

### **Sporty**

A\_POLY\_EMOT\_Sporty\_Backflip\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Backflip\_RMH\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Backflip\_RMV\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Backflip\_RM\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Baseball\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Boxing\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Flex\_Arms\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Flex\_Biceps\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_Flex\_Combo\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_MartialArts\_Flourish\_Femn.fbx  
A\_POLY\_EMOT\_Sporty\_MartialArts\_Flourish\_RM\_Femn.fbx

### **Taunt**

A\_POLY\_EMOT\_Taunt\_HandShakeReject\_Femn.fbx  
A\_POLY\_EMOT\_Taunt\_LaughAndPoint\_Femn.fbx  
A\_POLY\_EMOT\_Taunt\_MockCrying\_Femn.fbx  
A\_POLY\_EMOT\_Taunt\_Raspberry\_Femn.fbx  
A\_POLY\_EMOT\_Taunt\_Sh hh\_Femn.fbx  
A\_POLY\_EMOT\_Taunt\_SlowClap\_Femn.fbx

A\_POLY\_EMOT\_Greet\_Wave\_Masc.fbx

### **Happy**

A\_POLY\_EMOT\_Happy\_ArmsRaised\_Masc.fbx  
A\_POLY\_EMOT\_Happy\_FistPump\_Masc.fbx  
A\_POLY\_EMOT\_Happy\_Nodding\_Confident\_Masc.fbx  
A\_POLY\_EMOT\_Happy\_ThumbsUp\_Masc.fbx  
A\_POLY\_EMOT\_Happy\_TwoThumbs-Bold\_Masc.fbx  
A\_POLY\_EMOT\_Happy\_TwoThumbs-Mild\_Masc.fbx

### **Reproach**

A\_POLY\_EMOT\_Reproach\_CalmDown\_Masc.fbx  
A\_POLY\_EMOT\_Reproach\_HeadTap\_YouCrazy\_Masc.fbx  
A\_POLY\_EMOT\_Reproach\_ShakeFinger\_Masc.fbx  
A\_POLY\_EMOT\_Reproach\_WaveAway\_Masc.fbx

### **Sad**

A\_POLY\_EMOT\_Sad\_Crying\_Masc.fbx  
A\_POLY\_EMOT\_Sad\_Facepalm\_Masc.fbx  
A\_POLY\_EMOT\_Sad\_HighFive\_Masc.fbx  
A\_POLY\_EMOT\_Sad\_MelodramaticFaint\_Masc.fbx  
A\_POLY\_EMOT\_Sad\_Shrug\_Masc.fbx  
A\_POLY\_EMOT\_Sad\_ThumbsDown\_Masc.fbx  
A\_POLY\_EMOT\_Sad\_Tired\_Masc.fbx

### **Sporty**

A\_POLY\_EMOT\_Sporty\_Backflip\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Backflip\_RMH\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Backflip\_RMV\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Backflip\_RM\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Baseball\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Boxing\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Flex\_Arms\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Flex\_Biceps\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_Flex\_Combo\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_MartialArts\_Flourish\_Masc.fbx  
A\_POLY\_EMOT\_Sporty\_MartialArts\_Flourish\_RM\_Masc.fbx

### **Taunt**

A\_POLY\_EMOT\_Taunt\_HandShakeReject\_Masc.fbx  
A\_POLY\_EMOT\_Taunt\_LaughAndPoint\_Masc.fbx  
A\_POLY\_EMOT\_Taunt\_MockCrying\_Masc.fbx  
A\_POLY\_EMOT\_Taunt\_Raspberry\_Masc.fbx  
A\_POLY\_EMOT\_Taunt\_Sh hh\_Masc.fbx  
A\_POLY\_EMOT\_Taunt\_SlowClap\_Masc.fbx

# List of Sidekick Character Animations

<b>Feminine</b>	<b>Masculine</b>
<b>Affection</b>	<b>Affection</b>
A_MOD_EMOT_Affection_BlowKiss_Femn.fbx A_MOD_EMOT_Affection_CallMe_Femn.fbx A_MOD_EMOT_Affection_FingerHeart_Femn.fbx A_MOD_EMOT_Affection_HeartHands_Femn.fbx	A_MOD_EMOT_Affection_BlowKiss_Masc.fbx A_MOD_EMOT_Affection_CallMe_Masc.fbx A_MOD_EMOT_Affection_FingerHeart_Masc.fbx A_MOD_EMOT_Affection_HeartHands_Masc.fbx
<b>Aggressive</b>	<b>Aggressive</b>
A_MOD_EMOT_Aggressive_MenacingFists_Femn.fbx A_MOD_EMOT_Aggressive_Roar_High_Femn.fbx A_MOD_EMOT_Aggressive_Roar_Low_Femn.fbx A_MOD_EMOT_Aggressive_ThroatSlit_Femn.fbx A_MOD_EMOT_Aggressive_ThumbsDown_Roman_Femn.fbx	A_MOD_EMOT_Aggressive_MenacingFists_Masc.fbx A_MOD_EMOT_Aggressive_Roar_High_Masc.fbx A_MOD_EMOT_Aggressive_Roar_Low_Masc.fbx A_MOD_EMOT_Aggressive_ThroatSlit_Masc.fbx A_MOD_EMOT_Aggressive_ThumbsDown_Roman_Masc.fbx
<b>Angry</b>	<b>Angry</b>
A_MOD_EMOT_Angry_ShakeFist_Femn.fbx A_MOD_EMOT_Angry_StranglingMotion_Femn.fbx A_MOD_EMOT_Angry_TantrumStomp_Femn.fbx A_MOD_EMOT_Angry_Tantrum_Femn.fbx	A_MOD_EMOT_Angry_ShakeFist_Masc.fbx A_MOD_EMOT_Angry_StranglingMotion_Masc.fbx A_MOD_EMOT_Angry_TantrumStomp_Masc.fbx A_MOD_EMOT_Angry_Tantrum_Masc.fbx
<b>Base</b>	<b>Base</b>
A_MOD_EMOT_Base_Idle_Femn.fbx	A_MOD_EMOT_Base_Idle_Masc.fbx
<b>Celebrate</b>	<b>Celebrate</b>
A_MOD_EMOT_Celebrate_AirGuitar_Femn.fbx A_MOD_EMOT_Celebrate_AmpedSkitter_Femn.fbx A_MOD_EMOT_Celebrate_BeatChest_Femn.fbx A_MOD_EMOT_Celebrate_Clapping_Polite_Femn.fbx A_MOD_EMOT_Celebrate_Dab_Femn.fbx A_MOD_EMOT_Celebrate_DustShoulder_Femn.fbx A_MOD_EMOT_Celebrate_FingerGuns_Double_Femn.fbx A_MOD_EMOT_Celebrate_FingerGuns_Single_Femn.fbx A_MOD_EMOT_Celebrate_HandOnHeart_Femn.fbx	A_MOD_EMOT_Celebrate_AirGuitar_Masc.fbx A_MOD_EMOT_Celebrate_AmpedSkitter_Masc.fbx A_MOD_EMOT_Celebrate_BeatChest_Masc.fbx A_MOD_EMOT_Celebrate_Clapping_Polite_Masc.fbx A_MOD_EMOT_Celebrate_Dab_Masc.fbx A_MOD_EMOT_Celebrate_DustShoulder_Masc.fbx A_MOD_EMOT_Celebrate_FingerGuns_Double_Masc.fbx A_MOD_EMOT_Celebrate_FingerGuns_Single_Masc.fbx A_MOD_EMOT_Celebrate_HandOnHeart_Masc.fbx
<b>Dance</b>	<b>Dance</b>
A_MOD_EMOT_Dance_ChestPump_Femn.fbx A_MOD_EMOT_Dance_GreasedLightnin_Femn.fbx A_MOD_EMOT_Dance_RunningStep_Femn.fbx A_MOD_EMOT_Dance_Spin_Slick_Femn.fbx A_MOD_EMOT_Dance_Twist_Femn.fbx	A_MOD_EMOT_Dance_ChestPump_Masc.fbx A_MOD_EMOT_Dance_GreasedLightnin_Masc.fbx A_MOD_EMOT_Dance_RunningStep_Masc.fbx A_MOD_EMOT_Dance_Spin_Slick_Masc.fbx A_MOD_EMOT_Dance_Twist_Masc.fbx
<b>Greet</b>	<b>Greet</b>
A_MOD_EMOT_Greet_Beckon_Finger_Femn.fbx A_MOD_EMOT_Greet_Bow_Femn.fbx A_MOD_EMOT_Greet_Bow_MartialArts_Femn.fbx A_MOD_EMOT_Greet_Curtsy_Femn.fbx A_MOD_EMOT_Greet_Salute_Femn.fbx A_MOD_EMOT_Greet_Salute_Stomp_Femn.fbx A_MOD_EMOT_Greet_WaveOver_Femn.fbx A_MOD_EMOT_Greet_Wave_Femn.fbx	A_MOD_EMOT_Greet_Beckon_Finger_Masc.fbx A_MOD_EMOT_Greet_Bow_MartialArts_Masc.fbx A_MOD_EMOT_Greet_Bow_Masc.fbx A_MOD_EMOT_Greet_Curtsy_Masc.fbx A_MOD_EMOT_Greet_Salute_Masc.fbx A_MOD_EMOT_Greet_Salute_Stomp_Masc.fbx A_MOD_EMOT_Greet_WaveOver_Masc.fbx A_MOD_EMOT_Greet_Wave_Masc.fbx
<b>Happy</b>	<b>Happy</b>
A_MOD_EMOT_Happy_ArmsRaised_Femn.fbx A_MOD_EMOT_Happy_FistPump_Femn.fbx A_MOD_EMOT_Happy_Nodding_Confident_Femn.fbx A_MOD_EMOT_Happy_ThumbsUp_Femn.fbx A_MOD_EMOT_Happy_TwoThumbs-Bold_Femn.fbx A_MOD_EMOT_Happy_TwoThumbs_Mild_Femn.fbx	A_MOD_EMOT_Happy_ArmsRaised_Masc.fbx A_MOD_EMOT_Happy_FistPump_Masc.fbx A_MOD_EMOT_Happy_Nodding_Confident_Masc.fbx A_MOD_EMOT_Happy_ThumbsUp_Masc.fbx A_MOD_EMOT_Happy_TwoThumbs-Bold_Masc.fbx A_MOD_EMOT_Happy_TwoThumbs_Mild_Masc.fbx

<b>Reproach</b>	<b>Reproach</b>
A_MOD_EMOT_Reproach_CalmDown_Femn.fbx	A_MOD_EMOT_Reproach_CalmDown_Masc.fbx
A_MOD_EMOT_Reproach_HeadTap_YouCrazy_Femn.fbx	A_MOD_EMOT_Reproach_HeadTap_YouCrazy_Masc.fbx
A_MOD_EMOT_Reproach_ShakeFinger_Femn.fbx	A_MOD_EMOT_Reproach_ShakeFinger_Masc.fbx
A_MOD_EMOT_Reproach_WaveAway_Femn.fbx	A_MOD_EMOT_Reproach_WaveAway_Masc.fbx
<b>Sad</b>	<b>Sad</b>
A_MOD_EMOT_Sad_Crying_Femn.fbx	A_MOD_EMOT_Sad_Crying_Masc.fbx
A_MOD_EMOT_Sad_Facepalm_Femn.fbx	A_MOD_EMOT_Sad_Facepalm_Masc.fbx
A_MOD_EMOT_Sad_HighFive_Femn.fbx	A_MOD_EMOT_Sad_HighFive_Masc.fbx
A_MOD_EMOT_Sad_MelodramaticFaint_Femn.fbx	A_MOD_EMOT_Sad_MelodramaticFaint_Masc.fbx
A_MOD_EMOT_Sad_Shrug_Femn.fbx	A_MOD_EMOT_Sad_Shrug_Masc.fbx
A_MOD_EMOT_Sad_ThumbsDown_Femn.fbx	A_MOD_EMOT_Sad_ThumbsDown_Masc.fbx
A_MOD_EMOT_Sad_Tired_Femn.fbx	A_MOD_EMOT_Sad_Tired_Masc.fbx
<b>Sporty</b>	<b>Sporty</b>
A_MOD_EMOT_Sporty_Backflip_Femn.fbx	A_MOD_EMOT_Sporty_Backflip_Masc.fbx
A_MOD_EMOT_Sporty_Backflip_RMH_Femn.fbx	A_MOD_EMOT_Sporty_Backflip_RMH_Masc.fbx
A_MOD_EMOT_Sporty_Backflip_RMV_Femn.fbx	A_MOD_EMOT_Sporty_Backflip_RMV_Masc.fbx
A_MOD_EMOT_Sporty_Backflip_RM_Femn.fbx	A_MOD_EMOT_Sporty_Backflip_RM_Masc.fbx
A_MOD_EMOT_Sporty_Baseball_Femn.fbx	A_MOD_EMOT_Sporty_Baseball_Masc.fbx
A_MOD_EMOT_Sporty_Boxing_Femn.fbx	A_MOD_EMOT_Sporty_Boxing_Masc.fbx
A_MOD_EMOT_Sporty_Flex_Arms_Femn.fbx	A_MOD_EMOT_Sporty_Flex_Arms_Masc.fbx
A_MOD_EMOT_Sporty_Flex_Biceps_Femn.fbx	A_MOD_EMOT_Sporty_Flex_Biceps_Masc.fbx
A_MOD_EMOT_Sporty_Flex_Combo_Femn.fbx	A_MOD_EMOT_Sporty_Flex_Combo_Masc.fbx
A_MOD_EMOT_Sporty_MartialArts_Flourish_Femn.fbx	A_MOD_EMOT_Sporty_MartialArts_Flourish_Masc.fbx
A_MOD_EMOT_Sporty_MartialArts_Flourish_RM_Femn.fbx	A_MOD_EMOT_Sporty_MartialArts_Flourish_RM_Masc.fbx
<b>Taunt</b>	<b>Taunt</b>
A_MOD_EMOT_Taunt_HandShakeReject_Femn.fbx	A_MOD_EMOT_Taunt_HandShakeReject_Masc.fbx
A_MOD_EMOT_Taunt_LaughAndPoint_Femn.fbx	A_MOD_EMOT_Taunt_LaughAndPoint_Masc.fbx
A_MOD_EMOT_Taunt_MockCrying_Femn.fbx	A_MOD_EMOT_Taunt_MockCrying_Masc.fbx
A_MOD_EMOT_Taunt_Raspberry_Femn.fbx	A_MOD_EMOT_Taunt_Raspberry_Masc.fbx
A_MOD_EMOT_Taunt_Shush_Femn.fbx	A_MOD_EMOT_Taunt_Shush_Masc.fbx
A_MOD_EMOT_Taunt_SlowClap_Femn.fbx	A_MOD_EMOT_Taunt_SlowClap_Masc.fbx

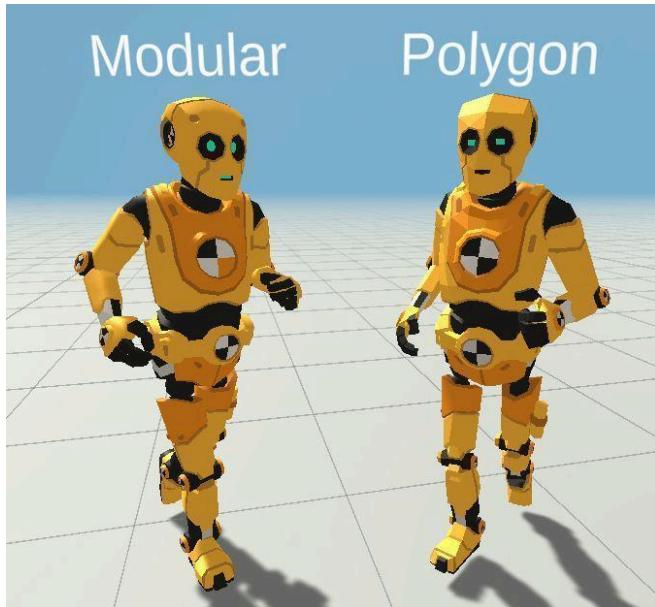
## Sidekick and Polygon Animations

The Emotes and Taunts pack is designed to work with two main Synty character types: Polygon and Sidekick.

These two character types have different skeletons and proportions, so the Emotes and Taunts animation pack has been adapted for both character types via two different sets of animations, for maximum compatibility.

Any animations with the prefix '**\_MOD\_**' are designed for use with Synty Sidekick characters, whereas animations with the prefix '**\_POLY\_**' are designed for use with Synty Polygon characters. The animations are split into respective Sidekick and Polygon folders under:

`Assets/Synty/AnimationEmotesAndTaunts/Animation/`



## Masculine and Feminine Animations

The Emotes and Taunts pack includes animation subsets with different posing styles to offer masculine and feminine variations, giving users a broader range of character expression options.

- Animations with the suffix '**\_Femn**' use more feminine posing
- Animations with the suffix '**\_Masc**' use more masculine posing
- Otherwise, animations end with the suffix '**\_Neut**'

All animations in the Emotes and Taunts pack are available in both masculine and feminine versions. This provides seamless integration with other Synty packs that use the same '**'Idle\_Base\_Masc'** and '**'Idle\_Base\_Femn'** base poses.

**Masculine**, **Feminine**, and **Neutral** animations are organized in their respective folders

#### **Example path:**

Assets\Synty\AnimationEmotesAndTaunts\Animations\Sidekick\Masculine\

## 4. Quick Start

### Gallery Scenes

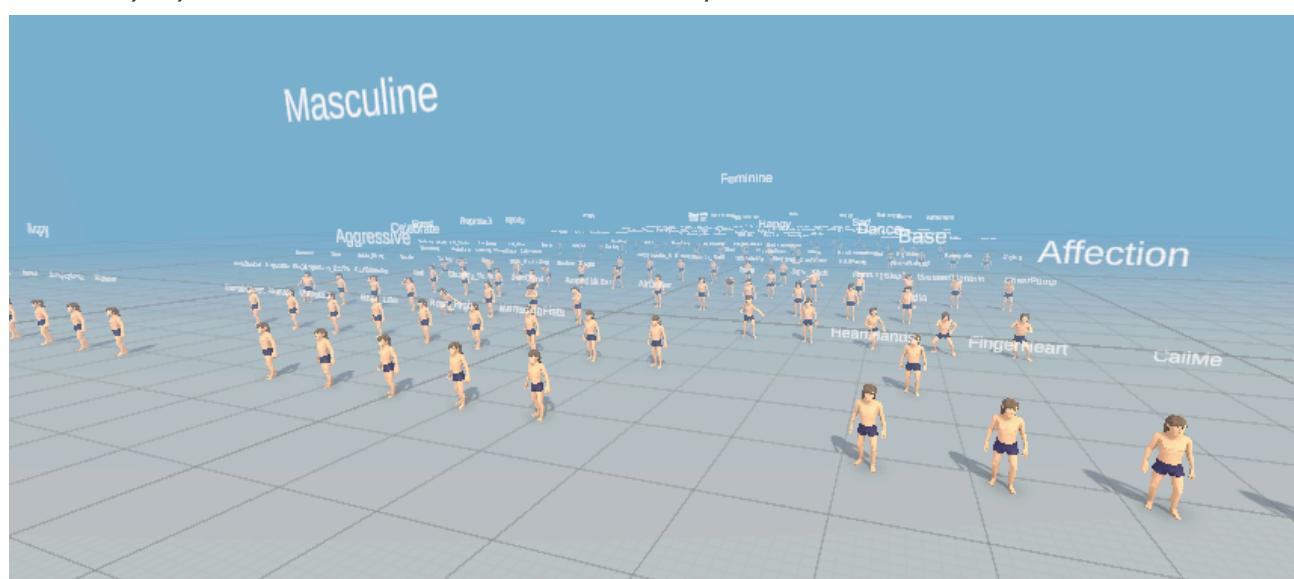
The Animation Emotes and Taunts pack comes with Gallery scenes for both Polygon and Sidekick Synty characters:

**Gallery\_Sidekick**

**Gallery\_Polygon**

These scenes can be found in this directory:

Assets/Synty/AnimationEmotesAndTaunts/Samples/Scenes

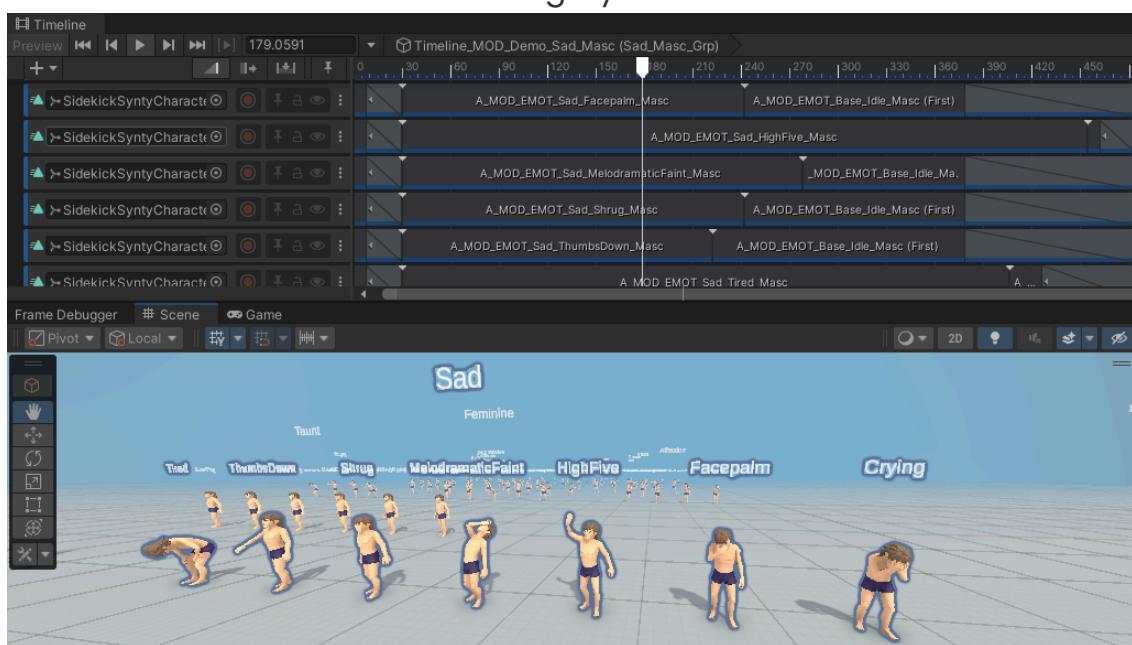


The galleries demonstrate the various animations in this pack as a virtual gallery/library so users can break down how the animations work in isolation, and to understand further how they work in tandem:

- Labelled groups of animations to quickly track down specific animations
- Looped to see timing/length of animation
- Combined with relevant idle animation to loop seamlessly on the timeline



Under the group **SyntyGallery** in the scene hierarchy, you will find Masculine, Feminine, or Neutral groups (depending on the animation pack). Beneath these, the animations are organised beneath category groups, e.g. **Sad\_Masc\_Grp**. All the animations relevant to this category are nested below.



The category groups have a PlayableDirector component, with an assigned Timeline asset that demonstrates how the animations cycle or blend (e.g. to and from idle).

## Build your own

The following example will walk you through a typical use case of Synty Animation Emotes and Taunts as a means to guide your experimentation further to find your own workflow. This assumes you have installed the pack correctly and are starting from a new scene.

## Applying Animations to Characters

In Unity, a developer can import the animation package into a new scene and reference the ‘Polygon’ or ‘Sidekick’ **SyntyCharacterAvatar** to retarget the animation to their own character. This character can be a Synty character or a completely different biped, however the animations will work the best with Synty characters as the animations were created with their proportions in mind.

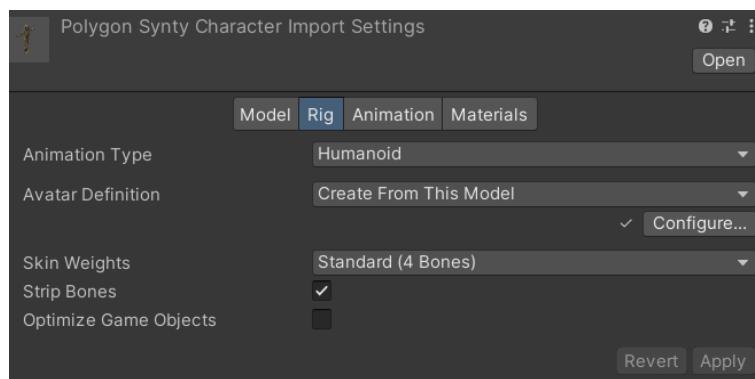
For this example, the guide will assume you are using the **Polygon** Avatar.

### Import Characters:

- Import the Animation Emotes and Taunts package into the project for access to the animations and the **PolygonSyntyCharacterAvatar**
- Import your character that will be the target for Emotes and Taunts Pack animations

### Create a Humanoid Avatar on new character:

- On the new character, create a new Avatar and configure bone mappings



## Creating a new Avatar

### Animation Type:

- Navigate to the Inspector window in Unity of the Character.
- Click on the **Rig** tab to access the Avatar Configuration tab.

### Avatar Definition:

- Set the Animation Type to **Humanoid**
- Set the Avatar Definition to **Create From This Model** to generate a humanoid avatar based on the character's rig.

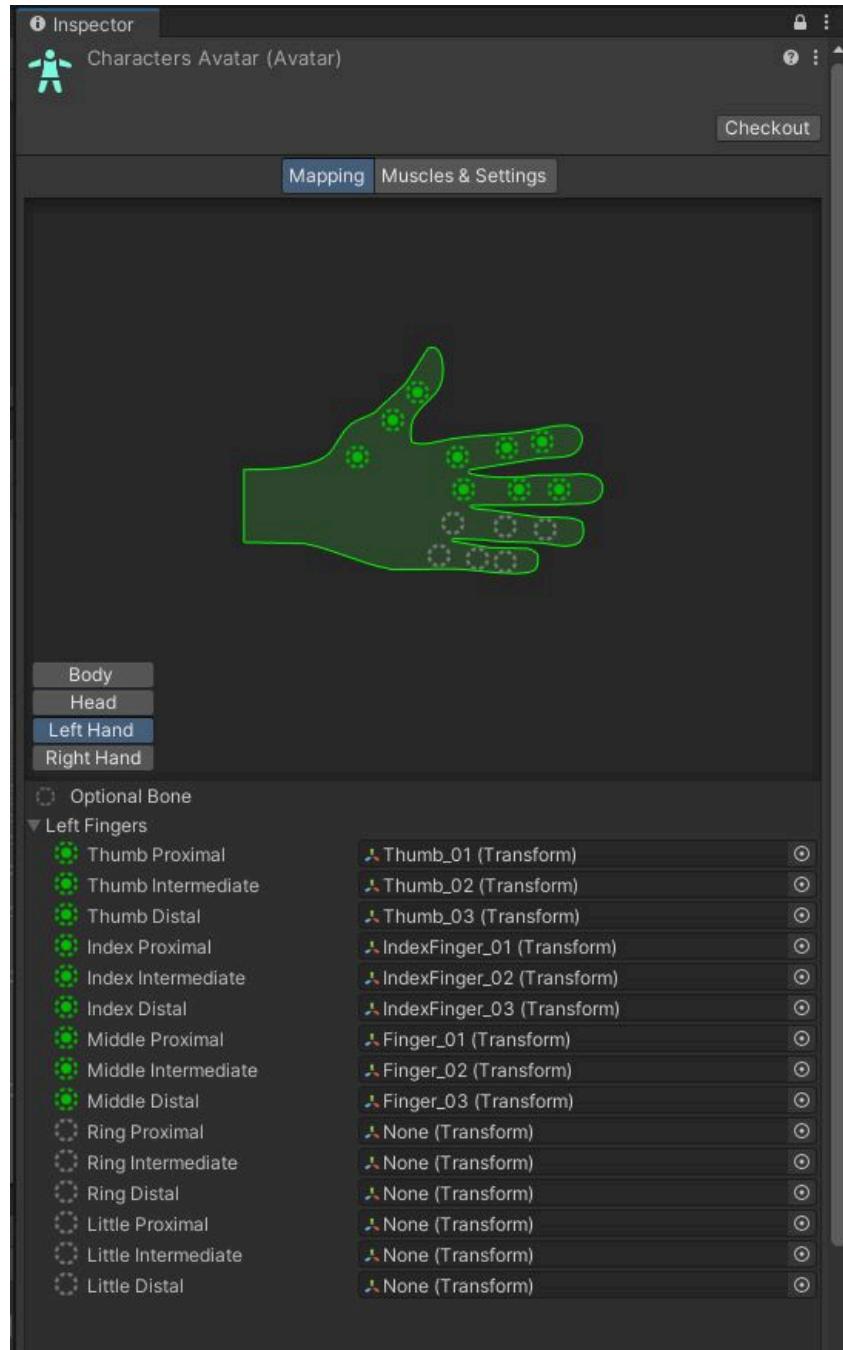
## Modifying existing Avatar

### Access Avatar Configuration:

- Click on **Configure...** to access the Avatar Configuration tab.

### Bone Mapping:

- Review and adjust bone mappings to ensure precise alignment with the character's skeletal structure.
- NOTE: Synty POLYGON characters have three finger bone chains: the Thumb, Index, and a third 'mitt' which is a representation of the rest of the fingers on the hand. The default setup in Synty POLYGON Animation packs is to have the third 'mitt' finger mapped to the 'Middle' finger.
- By default, Unity sometimes automatically maps these finger joints to the 'Little' finger on a new Avatar configuration. This can result in Synty POLYGON animations not correctly playing finger animation on such an avatar.
- To ensure the correct interpretation of Synty POLYGON animation, configure the hands to match the setup displayed below:



### Preview and Apply:

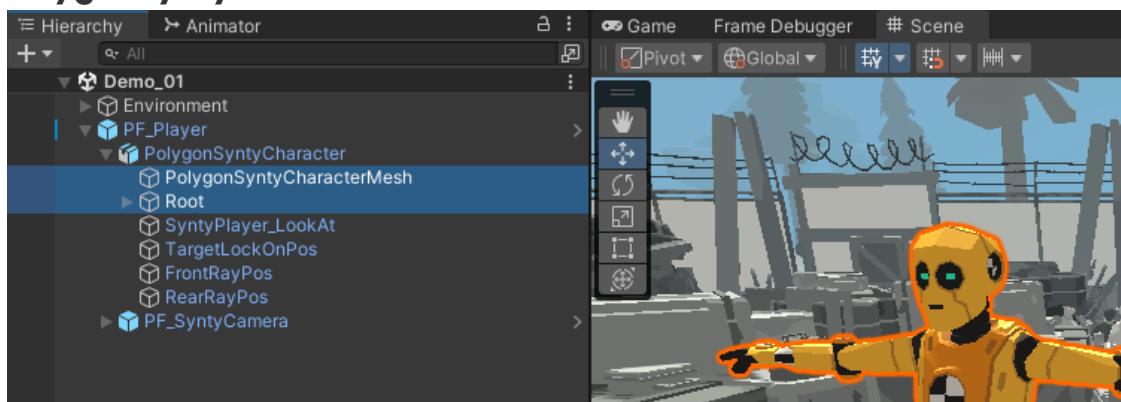
- Check for any errors that occur or if you are using the same bone in two definitions in the skeletal mapping
- Apply changes to update the avatar properties.

Now animations from the Emotes and Taunts pack can be applied to an Animator or a Timeline using the new character, and will retarget automatically due to the Humanoid setup.

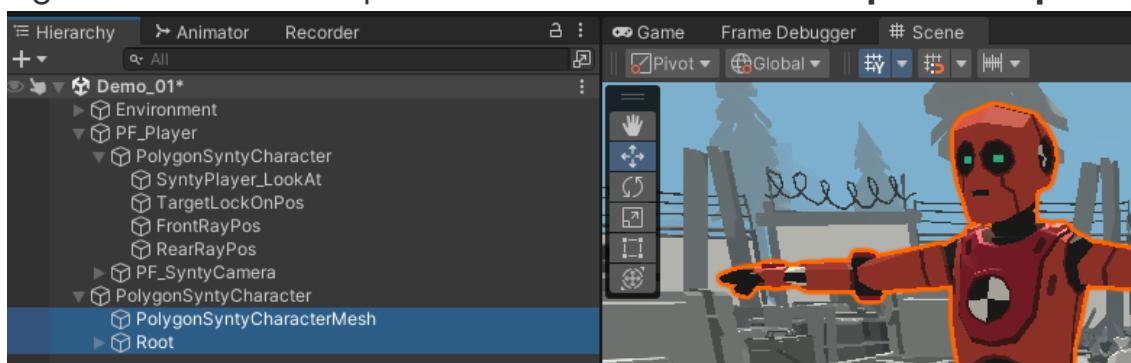
## Integrating Synty Animation Emotes and Taunts with Synty Base Locomotion

Animation Emotes and Taunts is designed to integrate easily with existing Synty animation packages. If you already own Base Locomotion, you can get the **PF\_Player** prefab set up to work with Emotes and Taunts pack animations.

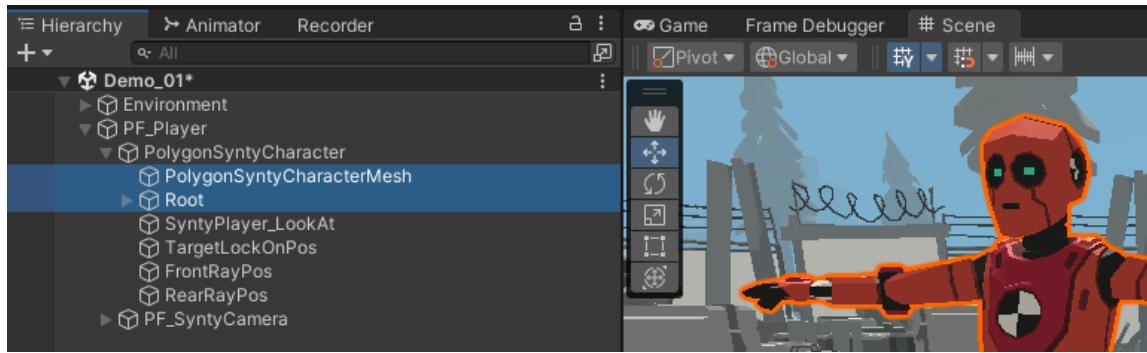
1. Open a scene in a project containing Base Locomotion and import the Emotes and Taunts package (see Section 1 of this guide).
2. Select the **PF\_Player** object in the scene hierarchy, right-click and choose '**Prefab**' > '**Unpack Completely**'
3. Beneath the **PolygonSyntyCharacter** node, select and delete the **PolygonSyntyCharacterMesh** and **Root** nodes.



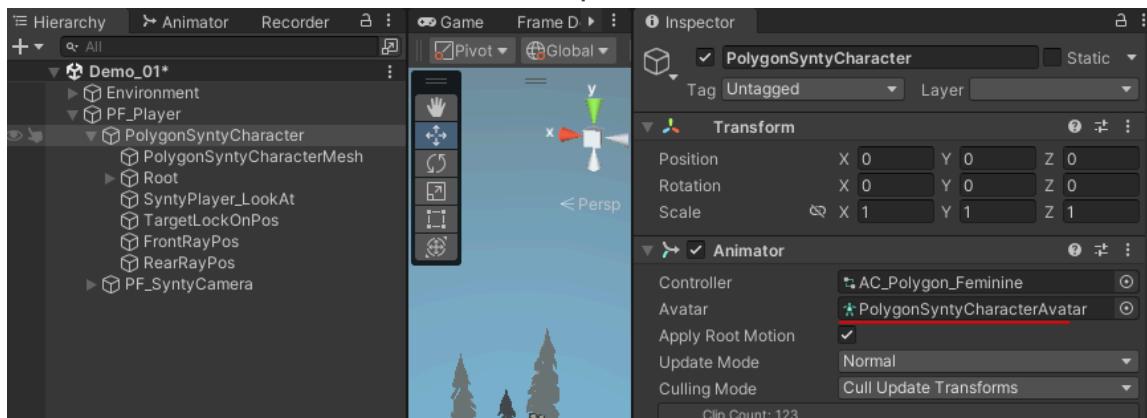
4. Drag a new **PolygonSyntyCharacter** from the Emotes and Taunts pack into the scene.
5. Right click on this new prefab and select '**Prefab**' > '**Unpack Completely**'.



6. Now drag the two nodes **PolygonSyntyCharacterMesh** and **Root** from the new Emotes and Taunts pack Prefab into the place of the two deleted nodes under the **PolygonSyntyCharacter** inside **PF\_Player**. You can delete the rest of the Animation Emotes and Taunts pack prefab's nodes.



7. On the node **PolygonSyntyCharacter** (below **PF\_Player**), update the Avatar on the Animator component to use the **PolygonSyntyCharacter** Avatar from the Emotes and Taunts pack.



8. From here you can begin to add new functionality to the existing controller, e.g. emote animation states.

## 5. Emotes and Taunts Animations

### File Prefix Conventions

A_	Animation
AC_	Animation Controller
M_	Material
PM_	Physics Material
SK_	Skeletal Mesh
SM_	Static Mesh
T_	Texture

# Animation Naming Conventions

Order:

<Filetype>\_<SyntyCharacter>\_<AnimationPack>\_<AnimationType>\_<Action>\_<Detail>\_<RootMotion>\_<Gender>

Examples:

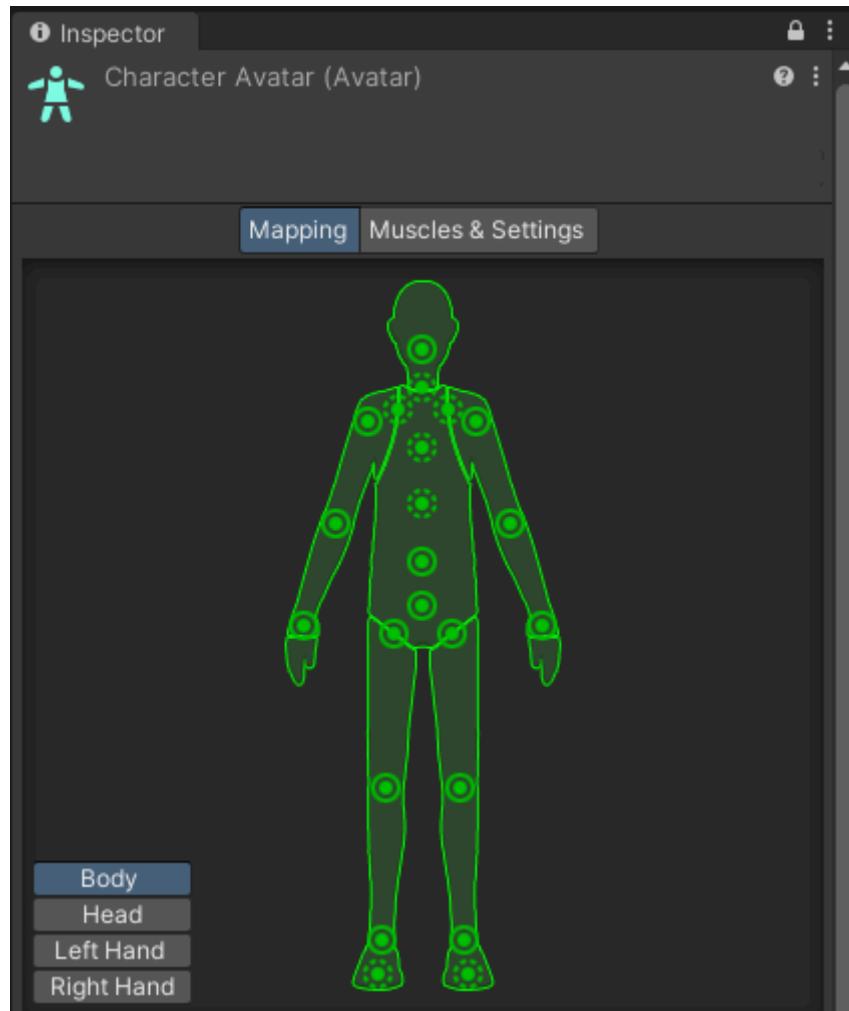
- A\_POLY\_EMOT\_Sporty\_Backflip\_RM\_Masc.fbx
- A\_MOD\_EMOT\_Happy\_TwoThumbs-Bold\_Femn.fbx
- A\_POLY\_EMOT\_Aggressive\_ThumbsDown\_Roman\_Femn.fbx

Categories:

- **Filetype:** Here 'A' stands for 'Animation'
- **SyntyCharacter:** Which character this animation is for. 'MOD' (short for 'Modular') means this animation is for Sidekick characters. 'POLY' is used for Polygon characters.
- **AnimationPack:** Here 'EMOT' indicates that the animation belongs to the 'Emotes and Taunts' Pack.
- **AnimationType:** The general category of animation (e.g. Aggressive, Happy)
- **Action:** Describes the specific motion (e.g. a 'Backflip')
- **Detail:** Explains the motion with more specificity (e.g. the 'TwoThumbs' action is the 'Bold' version which is more expressive than the 'Mild' version)
- **RootMotion:** If this is the root-motion version of an animation, it is indicated with an extra tag, shortened to 'RM' in the new naming convention. 'Vertical-only' and 'Horizontal-only' root motion is indicated with the tag 'RMV' or 'RMH'.
- **Gender:** Either masculine, (Masc), feminine, (Femn) or neutral, (Neut).

## 6. Character Avatar

### Mecanim Humanoid Character Avatar



In Unity, the mecanim Humanoid Character Avatar serves as a fundamental framework for bipedal character animation. Essentially, an avatar in this context is a digital representation of a character's skeletal structure and body proportions. To access the avatar of a character you can find the mesh that the avatar definition is created from, in the case of the Synty pack, the Avatar is nested in **Synty/AnimationEmotesAndTaunts/Samples/Meshes** as the **PolygonSyntyCharacterAvatar**.

Here's a breakdown to clarify its purpose for users:

### **Humanoid Structure:**

- Unity's Mecanim Humanoid Character Avatar adheres to a bipedal structure, aligning with the standard anatomy of human characters.

### **Compatibility Across Characters:**

- Designed to be universally compatible, the avatar allows users to apply animations seamlessly to a variety of humanoid characters, streamlining the animation process.
- Other character models on different bipedal rigs can be added to the project, with their own Avatar set up to allow the animations from this pack and others to be applied to them, bypassing the issue of compatibility.

### **Configurable and Adaptable:**

- Users can configure their own avatars by adjusting the bone mappings and aligning them with Unity's Humanoid Avatar configuration.

## **Adjusting Avatar Properties**

In Unity, within the rig tab of an asset you are able to define the skeleton type to one of the following, **Humanoid**, **Generic** or **Legacy**.

Humanoid is used when working with humanoid characters. It provides a standardized bone structure that makes it easier to work with humanoid animations, retargeting, and blending. The Humanoid rig is particularly useful when using Unity's Mecanim animation system.

Generic is a more flexible option that doesn't adhere to the humanoid bone structure. It allows for more custom setups but may not be as compatible with certain features like retargeting humanoid animations.

Legacy is used for the older animation system in Unity. It's not recommended for new projects, as Unity has shifted its focus to Mecanim and the Humanoid rig. The content within this pack is set up to be used with the Humanoid skeleton type, to leverage the aforementioned retargeting and blending with the Mecanim animation system.

# Optimizing Animation Performance

Unity has numerous options to help optimize performance when using animations. These options are within the animation tab for each FBX animation asset.

## Animation Compression:

- Utilize Unity's animation compression options.
- Use "Optimal" for keyframe reduction.
- Experiment with different compression ratios to find the right balance between performance and quality.

## Remove Scale Curves:

- If not needed, consider removing scale curves from animations.
- Scale curves can impact performance, and removing them can streamline the animation data.

## 7. Terms of use

The full terms of the End User License Agreement (EULA) apply and can be found at <https://syntystore.com/pages/end-user-liscence-agreement>.

This is a summary of the license for the Synty Animation Base Locomotion software provided by Synty Studios Limited. This summary is for convenience only and is not legally binding.

### Key Points

1. **License Grant:** When you purchase an Asset, you are granted a license to use the Asset subject to the terms of the EULA. All intellectual property rights in the Asset remain with Synty Studios Limited.
2. **Use of Asset:** You are entitled to incorporate the Asset into Products under your direct control, and into promotional materials for those Products. You can adapt the Asset for these purposes.
3. **Restrictions:** There are important restrictions on your use of the Asset. For example, you cannot use the Asset for Non-Fungible Tokens (NFTs), in Blockchain projects, Metaverse-related content, or with Generative AI Programs. You also cannot share or redistribute the Asset outside your team.
4. **Team Size and Seats:** Your license includes a limited number of seats for your team. If your team grows, you must purchase additional licenses.
5. **Unity Asset Store Purchases:** If you have purchased the Asset through the Unity Asset Store, the terms of the Unity Asset Store EULA also apply. You must consult the Unity Asset Store EULA for the full terms applicable to your purchase from the Unity Asset Store.
6. **Support and Source Files:** Support is provided at our discretion. You must not share source files of any Assets outside your team.
7. **Termination:** Your license can be terminated if you breach the EULA and fail to remedy the breach after notice from us.
8. **Warranties and Liability:** The Assets are provided "as is" without warranties of any kind, and our liability is limited.

By using this Asset, you agree to be bound by the terms of the EULA.

## 8. Glossary

Term	Definition & Context
Avatar Mask	An <i>AvatarMask</i> is a Unity asset used to specify which parts of an animated character's body are affected by an animation. It allows you to isolate or blend animations by masking specific body parts—such as arms, legs, or the head—enabling layered animations and more precise control in Mecanim's Animator system. Commonly used with animation layers and blend trees.
Character Avatar	In Unity's Mecanim system, the <i>Character Avatar</i> refers to the digital representation of a character's skeletal structure, including bone hierarchy and rigging. It serves as the foundation for applying animations and controlling the character's movements within the game.
FBX	A common 3D file format used for importing and exporting models and animations between different software.
Mecanim	Mecanim is Unity's animation system, encompassing the Animation Controller, Animator component, and state machine. It provides a visual interface for designing complex character animations and facilitates the integration of character avatars, animation clips, and transitions.
Playable Director	A <i>Playable Director</i> is a Unity component that plays Timeline Assets and other Playable content. It binds Timelines to scene objects, controls playback, and sequences animations, audio, and events.
Rigged Asset	A 3D model that has a skeleton ( <i>rig</i> ) for animation.
Root Motion	An animation technique where movement is driven by the animation data itself, rather than by code.
Timeline	A <i>Timeline Asset</i> is a Unity asset that stores a sequence of tracks, clips, and keyframes used in the Timeline system to create cinematic content, cutscenes, scripted events, or complex animations. It acts as a reusable container for Timeline data, which can be played and controlled by a Playable Director component in the scene.