

MoCap Central

Website: www.mocapcentral.com

Support: unitysupport@mocapcentral.com

Discord: <https://discord.gg/vtDsfWkky2>

MC Fix & Build

Updated July 15th 2024

Product Overview

Thank you for purchasing a MoCap Central animation pack! We take pride in capturing and processing our data to the highest quality by adding details such as finger motion and ensuring smooth start/end poses. All clips use the Unity Mecanim Humanoid system so the animations play back on any Unity Humanoid compatible character.



MC Unity Character

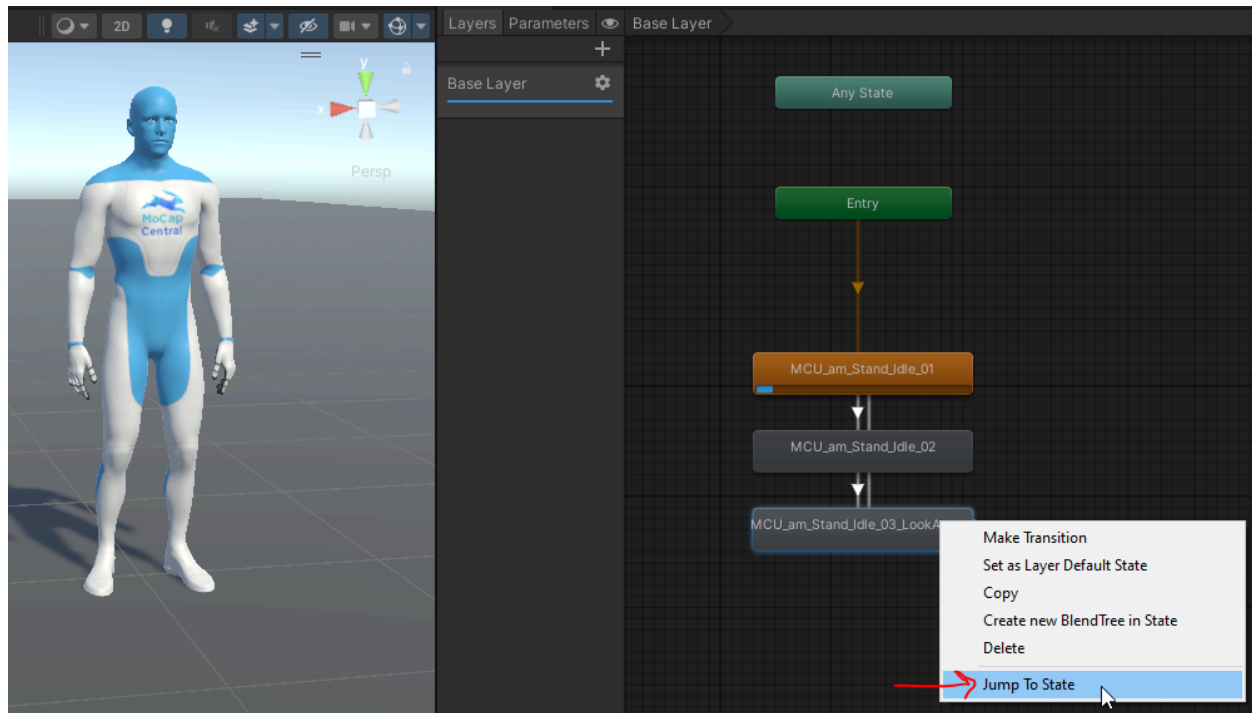
The **rig_MCUnity** character contains a Unity compatible skeleton with fingers, eye and jaw bones. Its Rig > Animation Type is set to Humanoid.

Demo Scenes

The package includes a demo scene **Scene_Demo_MAIN** file to review the animation clips. You can also view the animated objects such as the chair being moved by the character.

Demo Animation Controllers

Each animation set has a demo animation controller so during runtime you can right-click on a state in the Animator window and select **Jump to State** to see it play on the MC Unity character.



Props

There are numerous prop objects contained in this project which have been added to the rig_MCUnity prefab, you can turn their visibility on/off.

Avatar Mask

A mask_MCUnity exists and can be used for the Shovel which is attached to an animated weapon joint to align it with both hands.

Root Bone

A 'root' bone exists if an animation requires root motion for alignment.

