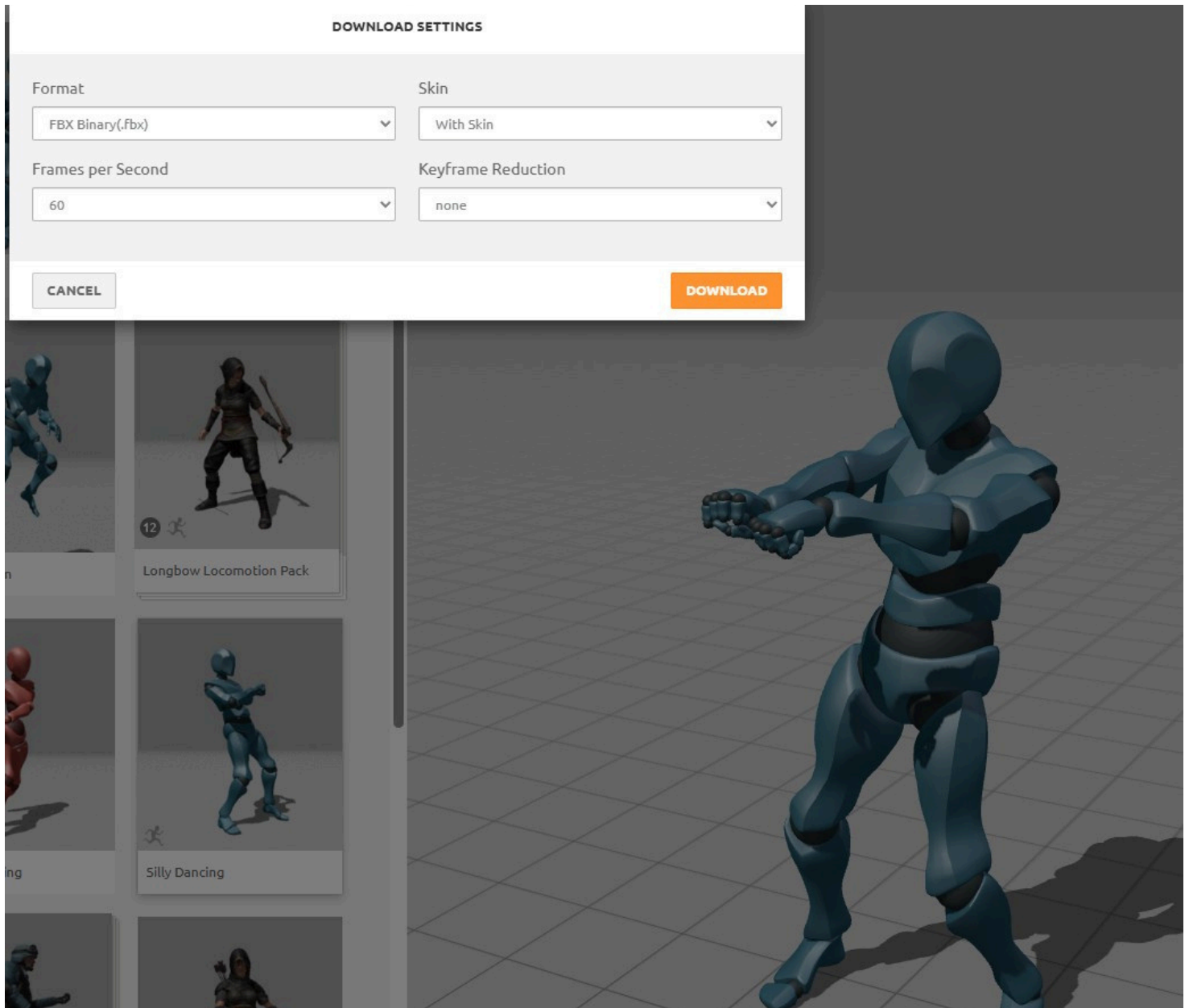


Mixamo Animation

Mixamo is a free library with thousands of full-body character animations.

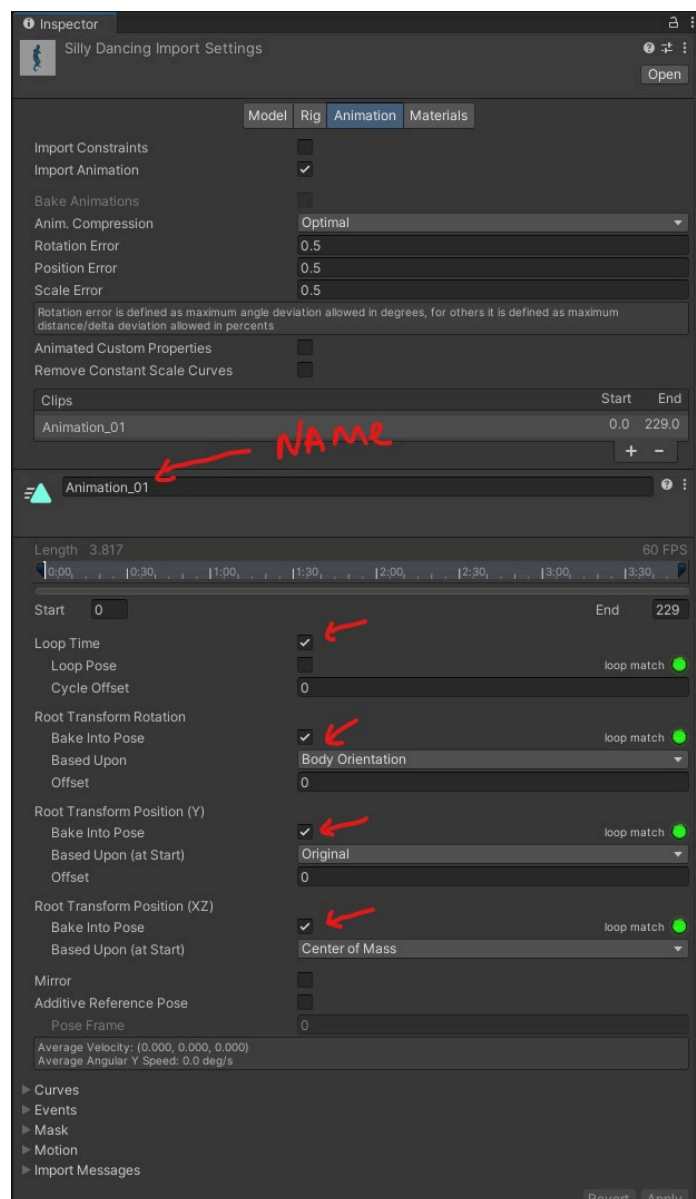
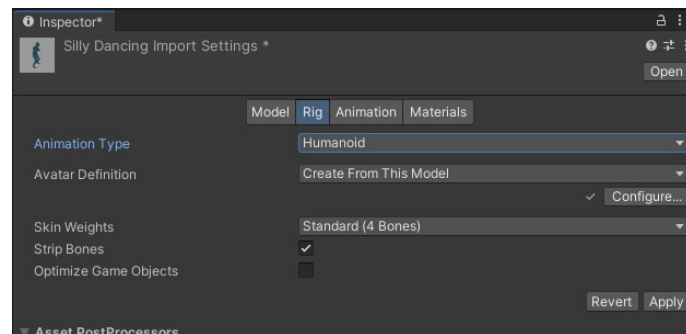
How to apply a Mixamo animation to a Unity character

- Download the animation from Mixamo using the settings shown in the screenshot.



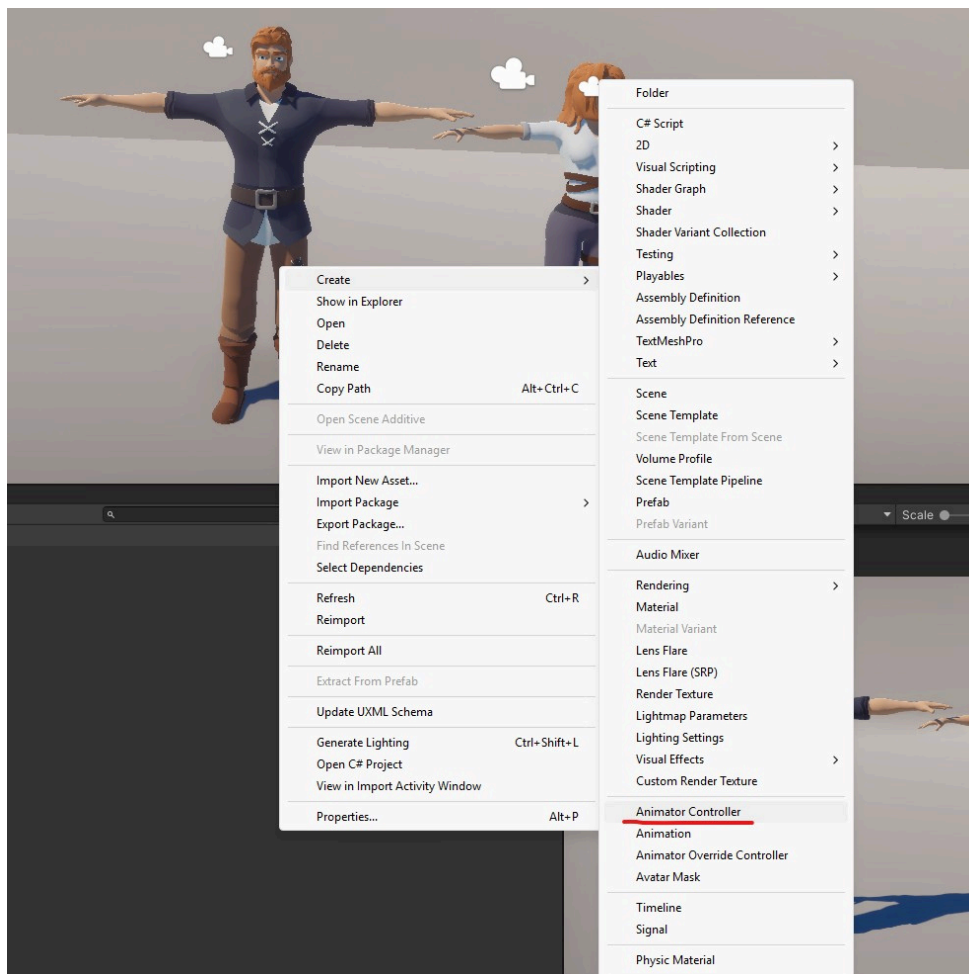
- **Import the animation into Unity**

- Drag the downloaded file into your Unity project.
- In the Inspector, select the animation file, set the Animation Type to **Humanoid**, rename the animation (e.g., Animation_01), and apply the settings as shown in the screenshot.
- Click Apply.

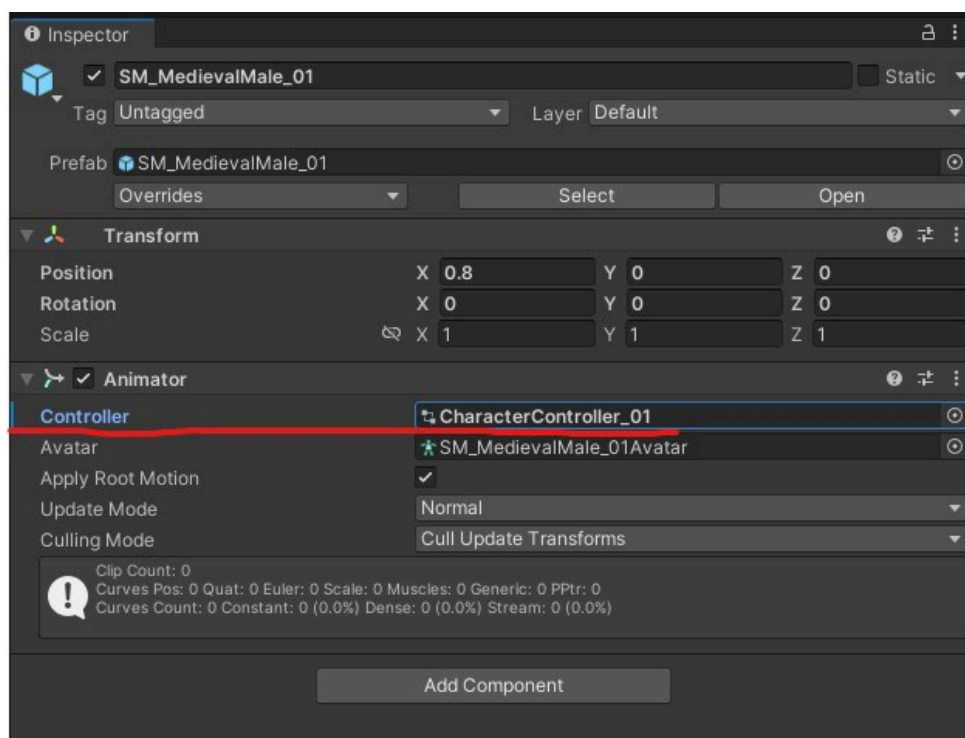


- **Create an Animator Controller**

- Go to the **Project** window, right-click > **Create > Animator Controller**.
- Name it (e.g., CharacterController_01).

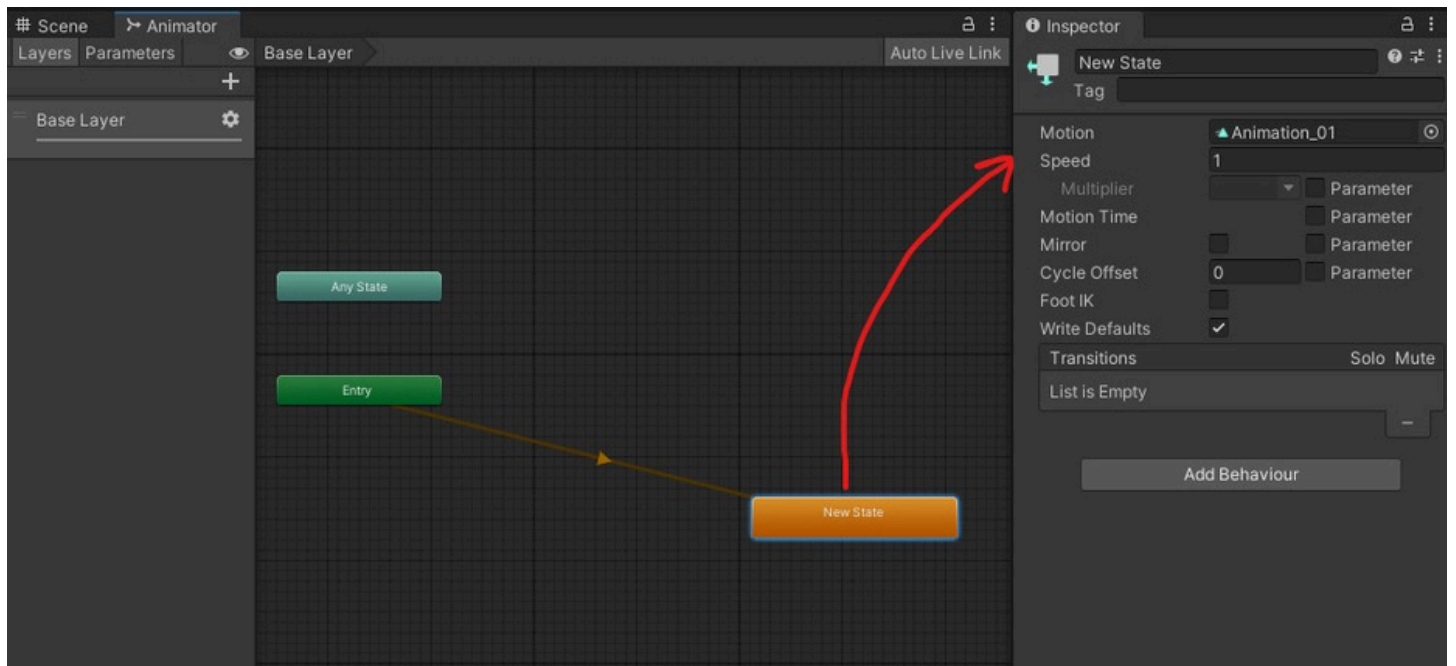
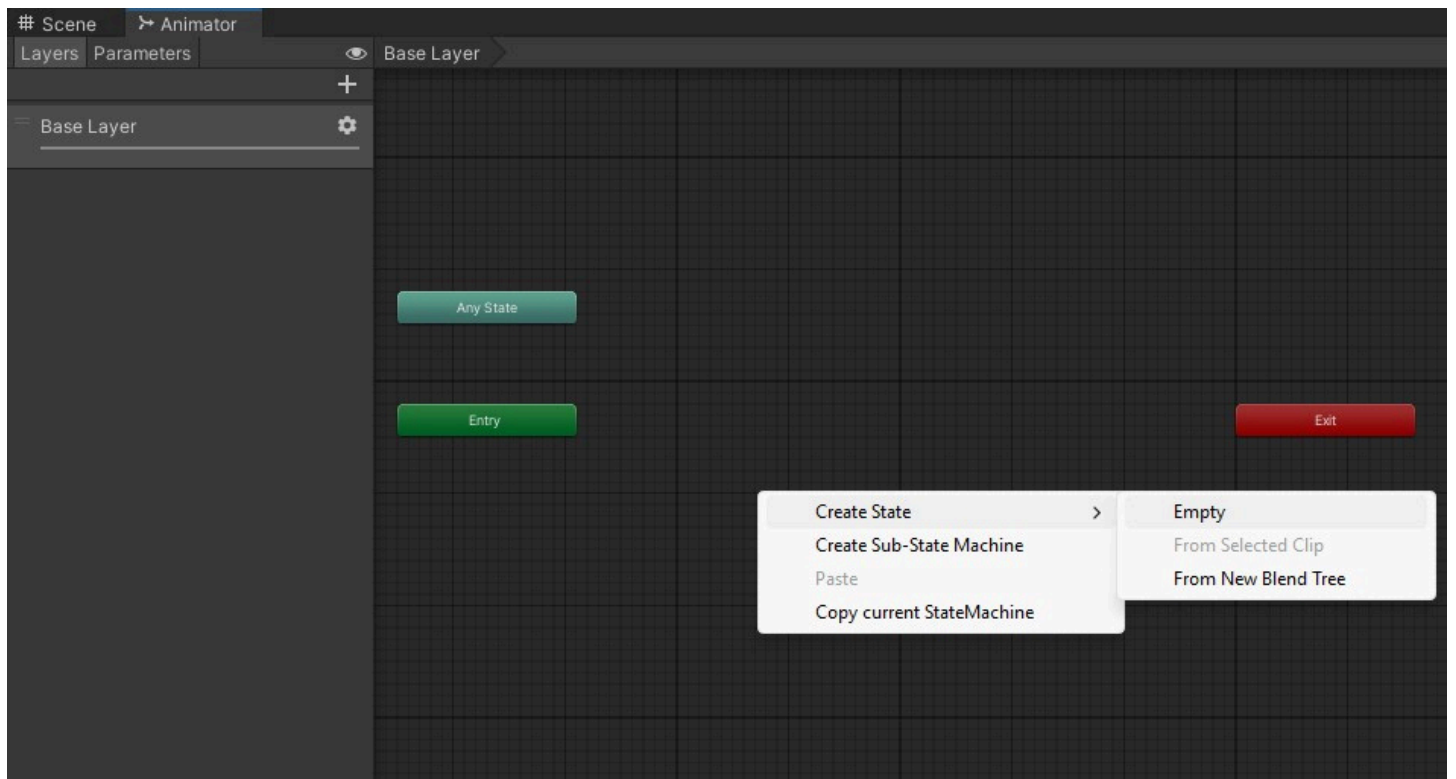


- Assign this controller to your character in the **Animator** component.



- **Add the animation to the Animator Controller**

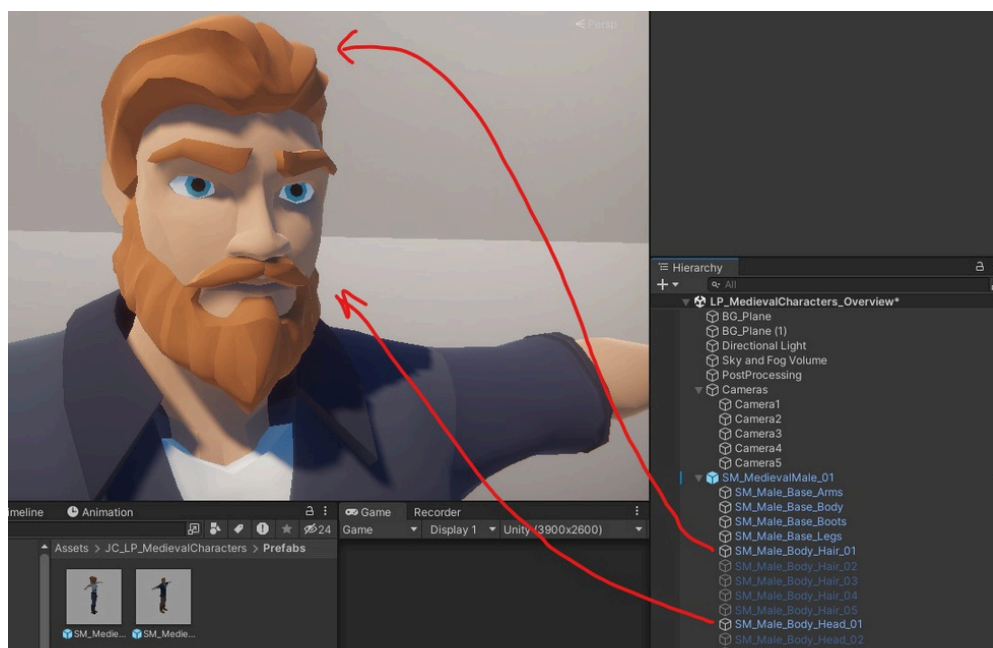
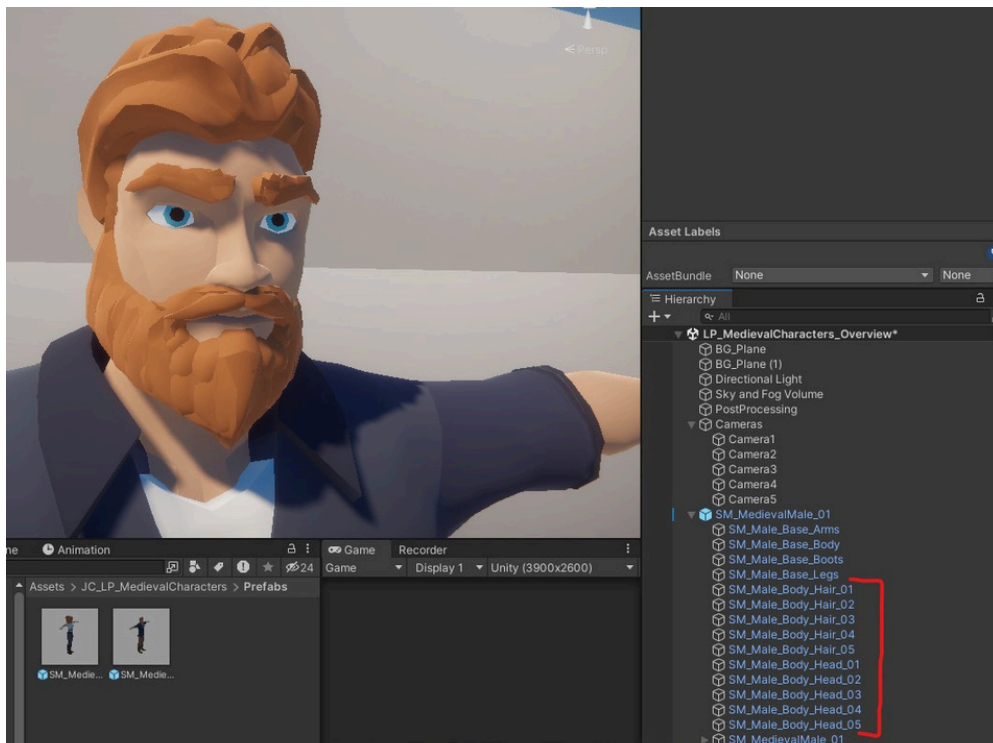
- Double-click the Animator Controller to open the **Animator window**.
- Right-click in the grid > **Create State > Empty**, then select your Mixamo animation.



Hair variations

The character includes multiple face and hair style options. To customize the appearance, follow these steps:

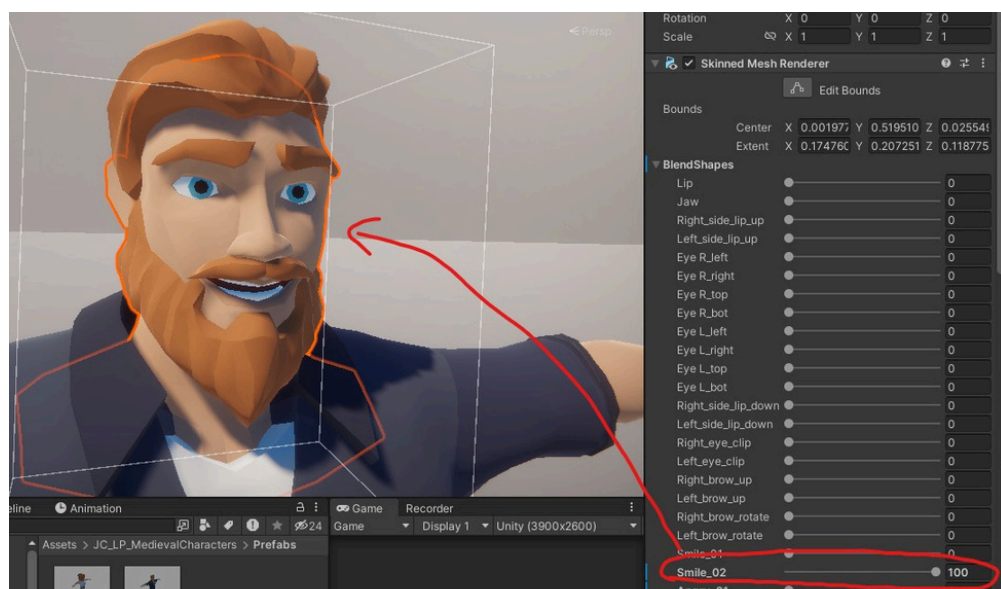
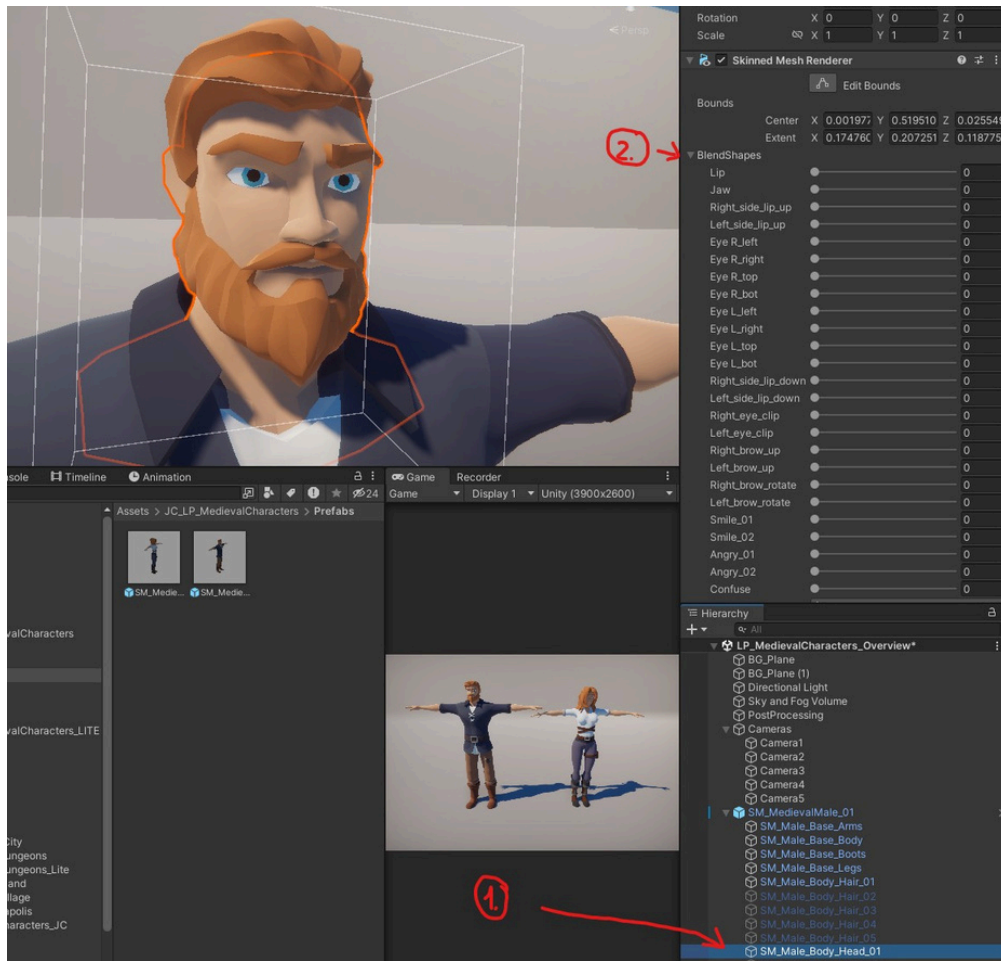
1. Drag the character prefab from the **Prefabs** folder into the scene.
2. By default, all hair and face options are active (see screenshot). Choose the variation you prefer and **deactivate** the others in the **Hierarchy**.



Blend Shapes (Emotions)

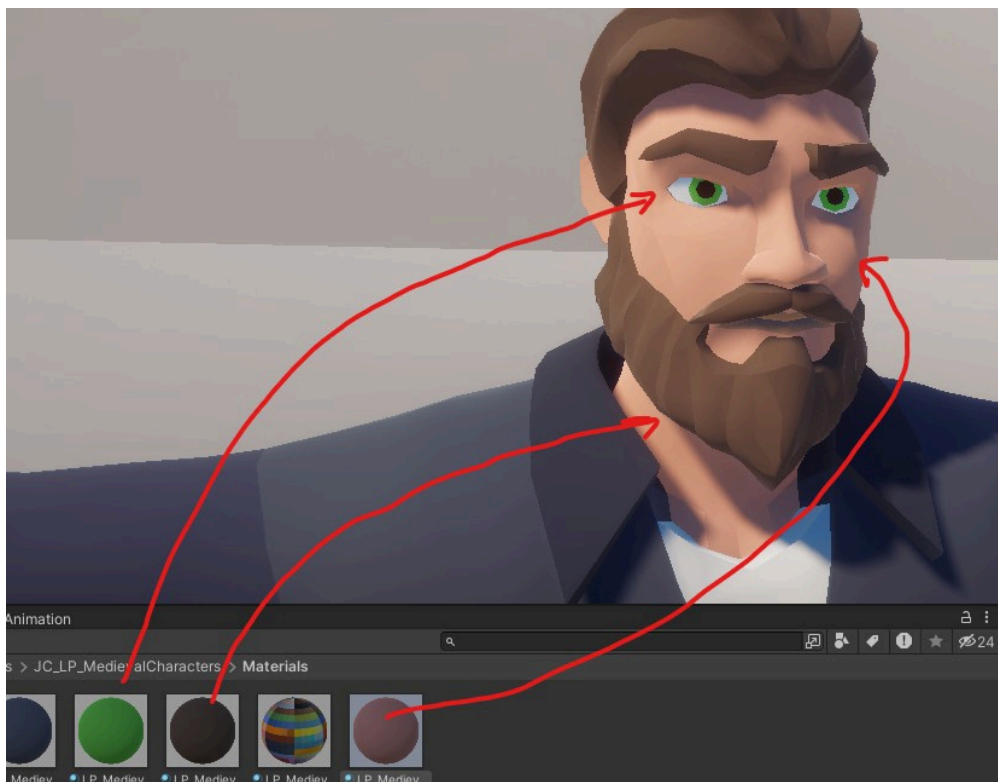
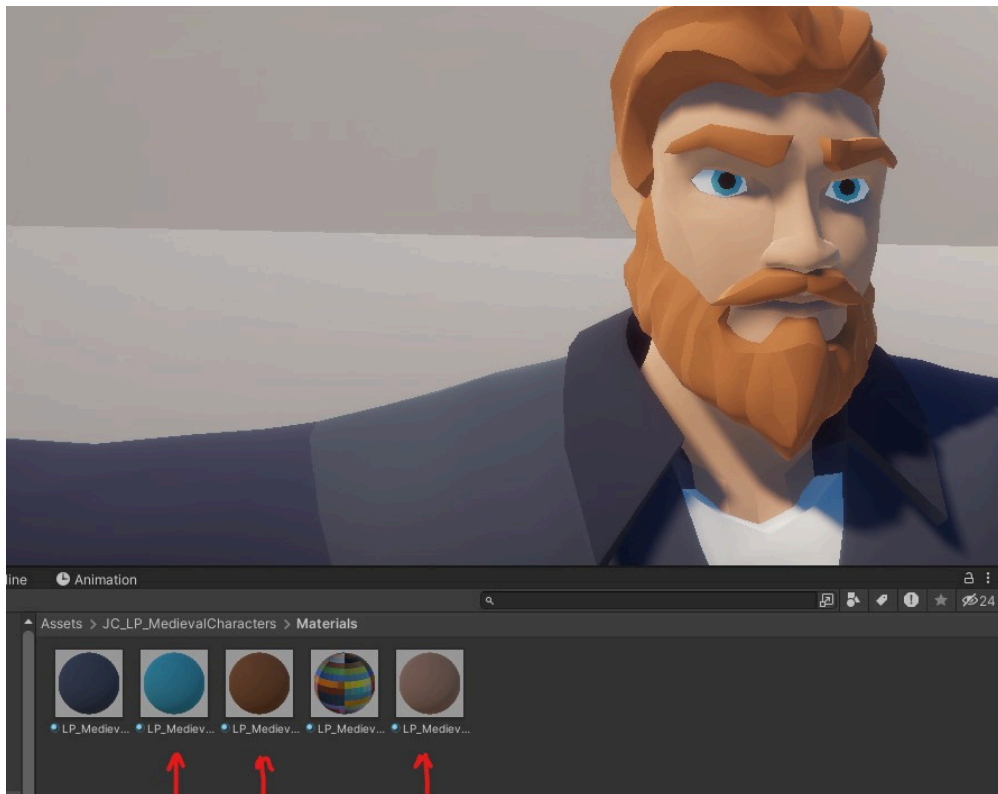
Once you've selected the face you want to use, you can control the character's emotions using blend shapes.

1. Click on the **face mesh** of the character in the **Hierarchy**.
2. In the **Inspector**, open the **Blend Shapes** section.
3. You'll find many sliders to control different facial expressions, as well as **5 ready-made emotions** you can use.



Color Variations (Skin, Hair, Eyes)

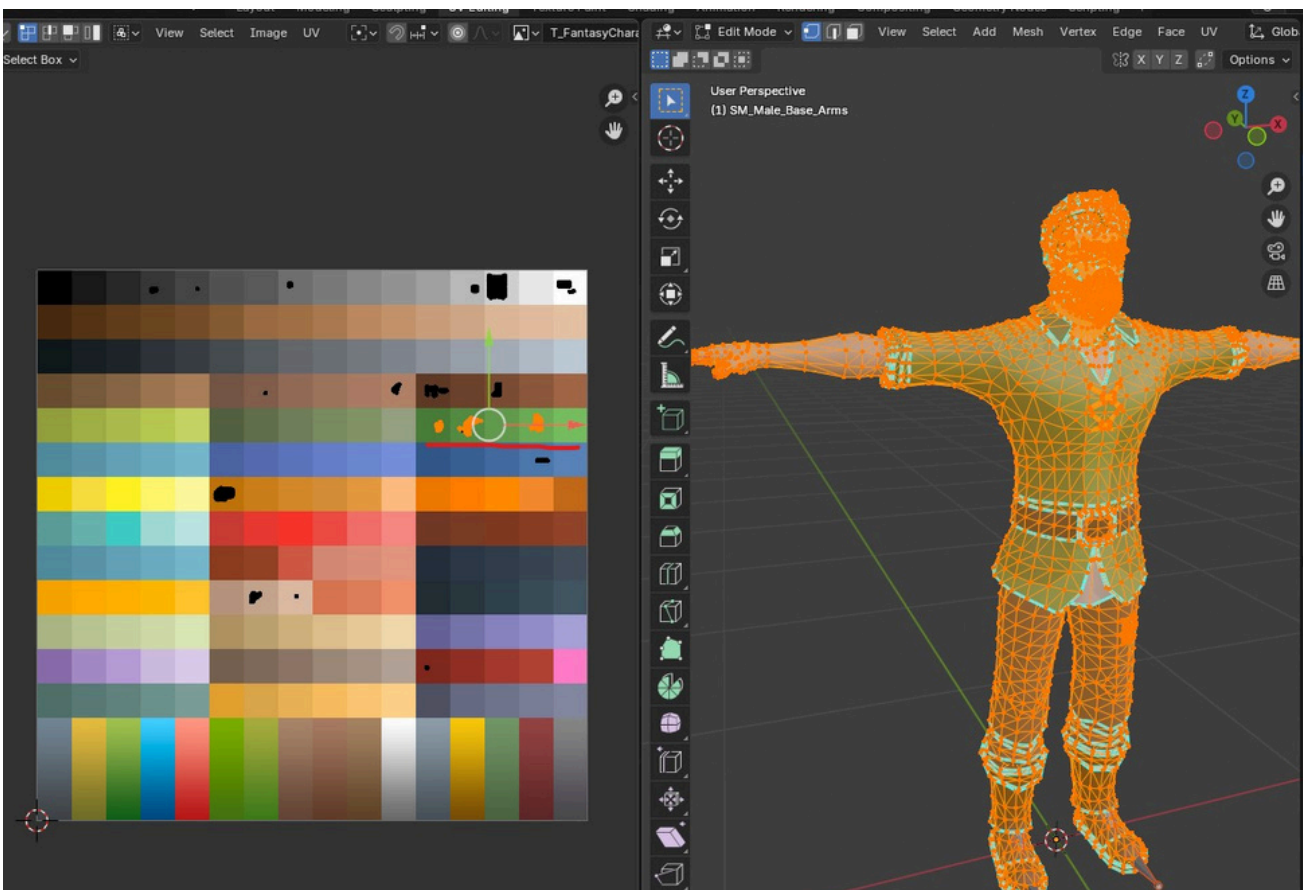
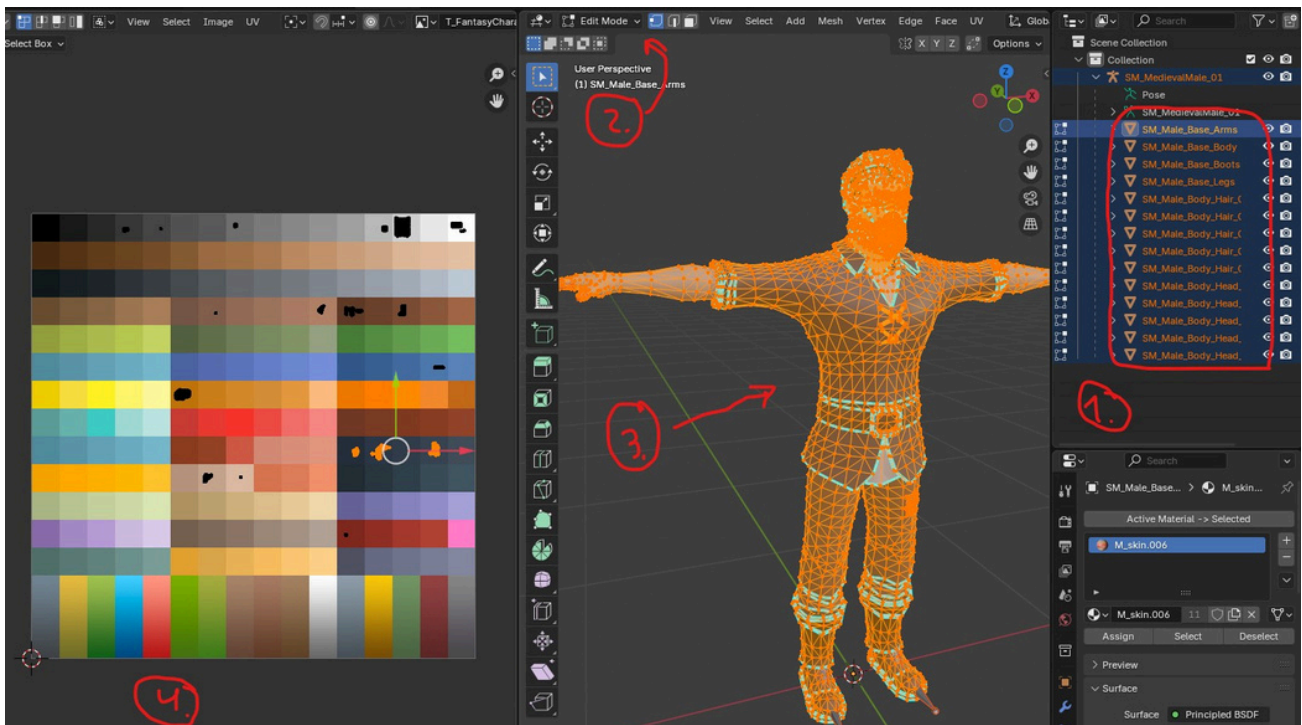
1. Open the **Materials** folder.
2. Each material controls a specific part of the character's appearance. You can identify them by the ending in the material name:
 - **_Eye** – eye color
 - **_Hair** – hair color
 - **_Skin** – skin tone

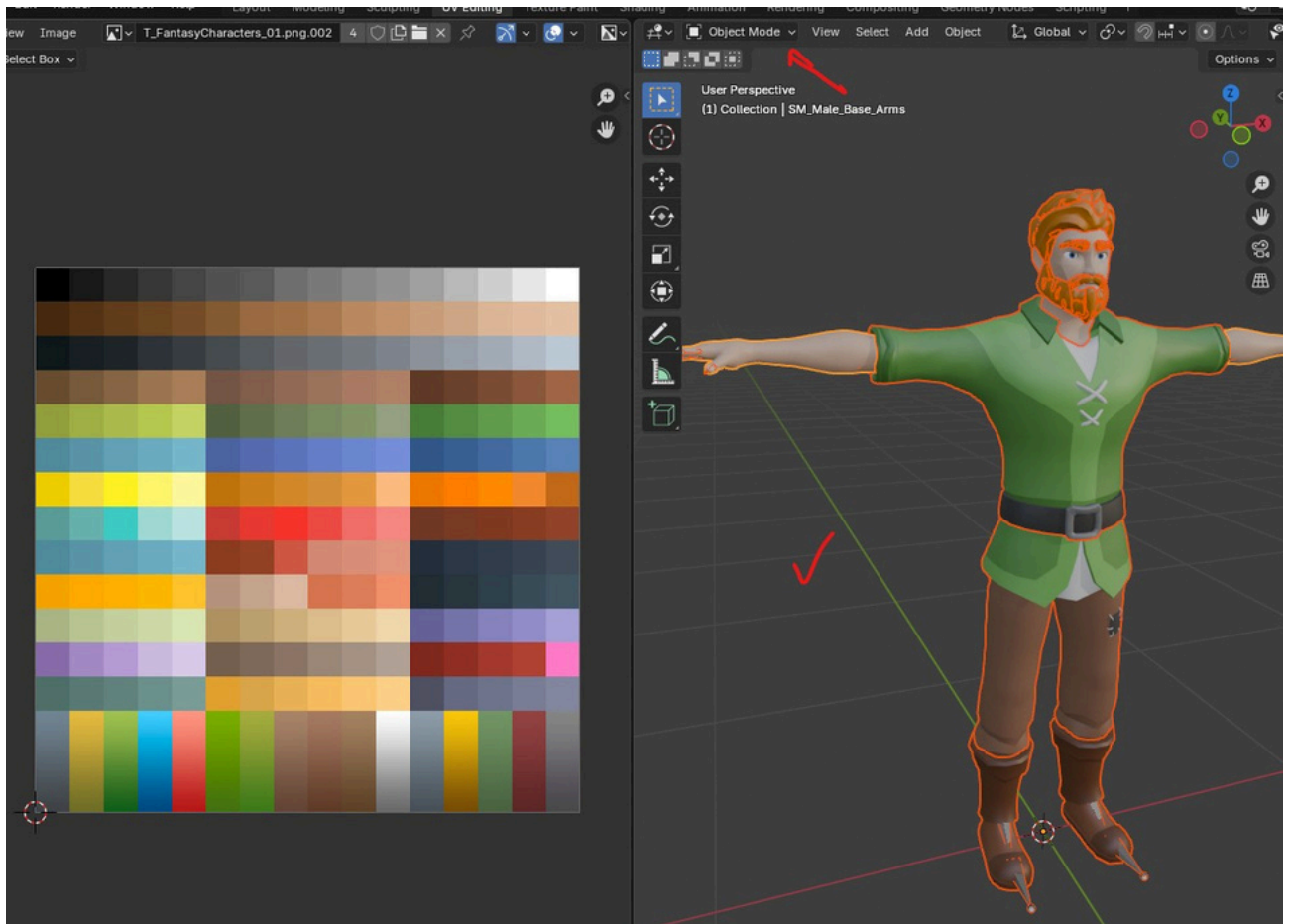


Color Variations (Clothes)

To change the color of the character's clothes, you'll need to make small adjustments to the mesh in Blender:

1. Open the 3D model in **Blender**.
2. Either **move the UVs** to a different color area on the texture, or **edit the texture** directly to change the clothing color.

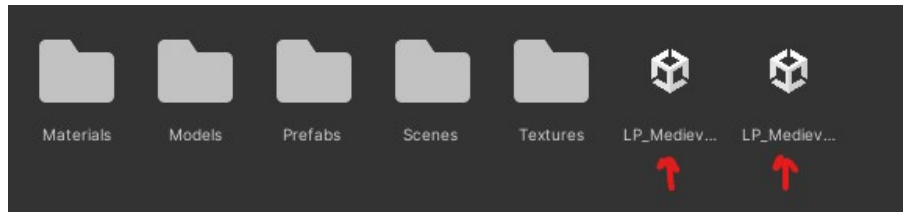




FAQ:

- **Everything is pink, how to fix this?**

Unity has 3 different render pipelines (Built-In, URP and HDRP). By default asset is opened in URP render pipeline. If everything is pink you need to use included Built-In or HDRP .unitypackage from **main folder** depending on your render pipeline.



- **During the animation I see that there is not enough space for the character's hands. How can I fix this?**

When downloading an animation from Mixamo, there's a slider called "**Character Arm-Space**". Increase this value to give your character more space between the arms and the body. .

