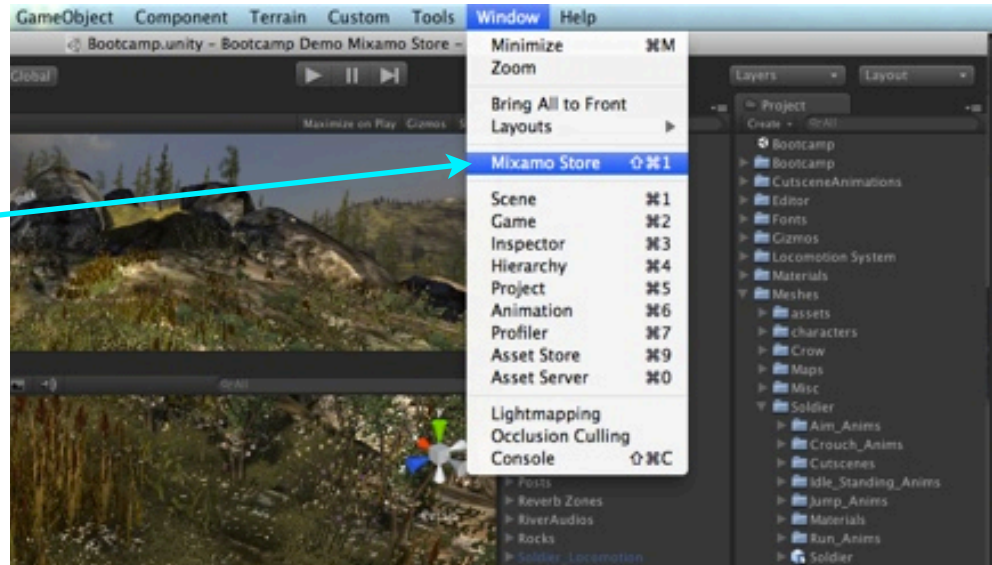




Animation Store Plugin for  
the Unity Asset Store

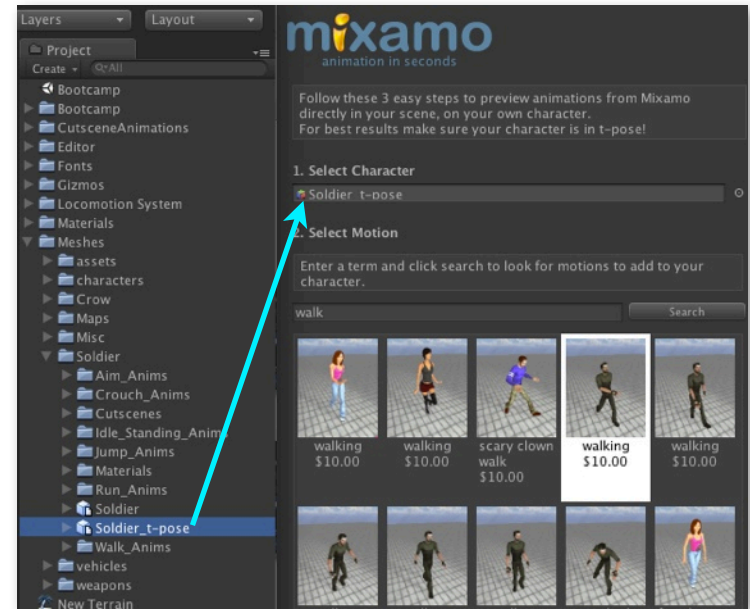
# 1. How Does it Work?

**Open:** Open the plugin by clicking on “Mixamo Store” on the Window menu

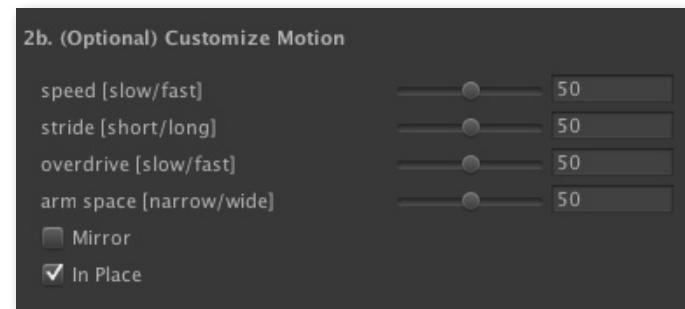


# 1. How Does it Work?

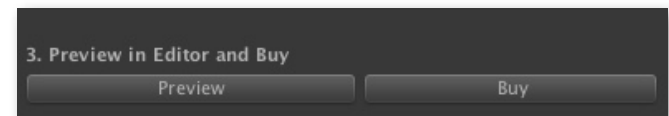
**Select Character:** Select and drag the desired character onto the plugin as shown by the arrow. Then search for the desired motion. Mixamo will populate a list of animations matching searching criteria



**Customize:** Every animation can be customized. You can also select in place or non in place mode



**Preview/Purchase:** You can preview the animation on your character before purchasing it



## 2. What do I Buy?

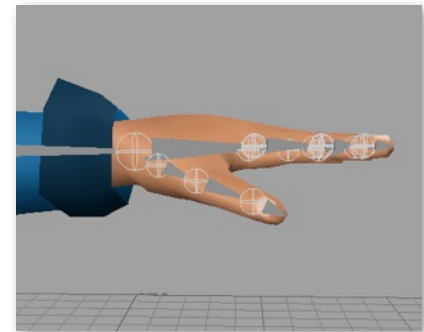
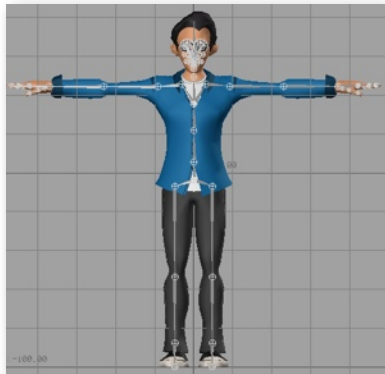
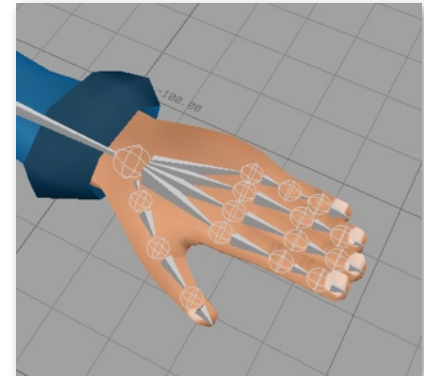
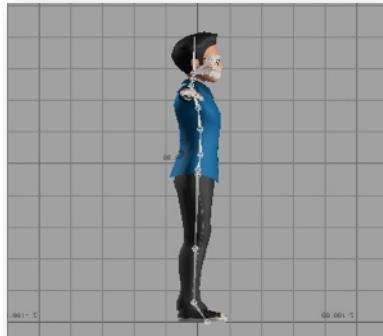
With the Mixamo plugin you purchase a **.anim** file which is the Unity binary format for animations.

At the moment these .anim files are not retargetable using Unity4.x Mecanim animation system but they will be compatible with Mecanim generic skeleton system (may not be in the beta yet).

The **.anim** files can be edited within Unity using Unity Animation Editor. If you need to modify the animation with other 3rd party tools (such as Maya, 3dsMax, Blender, etc.) you will need to download them in FBX format from Mixamo website after uploading your character. Merge the accounts (see button at the bottom of the plugin) and we will keep track of your former purchases and discount them from the FBX you will buy on Mixamo.

### 3. How do I get the best results?

To get the animation results make sure your character is properly rigged and in t-pose. Below an example of a t-posed character. On 90% of the cases your character will be automatically mapped to Mixamo standard skeleton. If that does not happen, you will be taken to our mapping webpage to complete the process and then back to Unity Editor to enjoy the animations



# Need more Help?

Visit [www.mixamo.com/c/unity-asset-store](http://www.mixamo.com/c/unity-asset-store)

Or email us at  
[pluginsupport@mixamo.com](mailto:pluginsupport@mixamo.com)