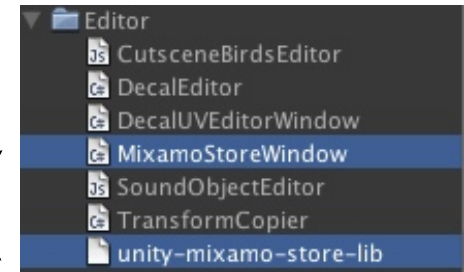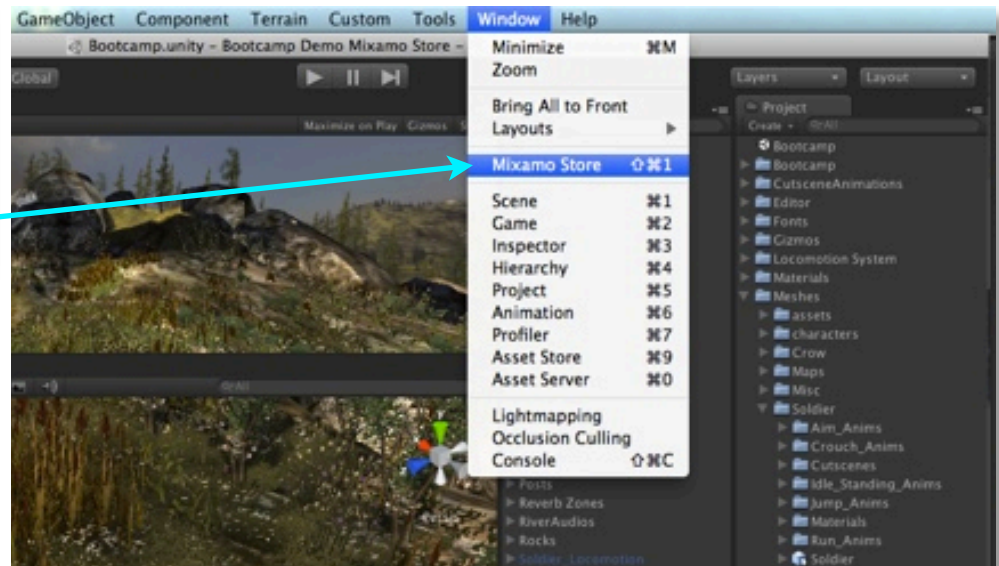# mixamo

Animation Store Plugin for
the Unity Asset Store

1. How Does it Work?

Install: Copy the plugin files into your project Editor folder like in the figure
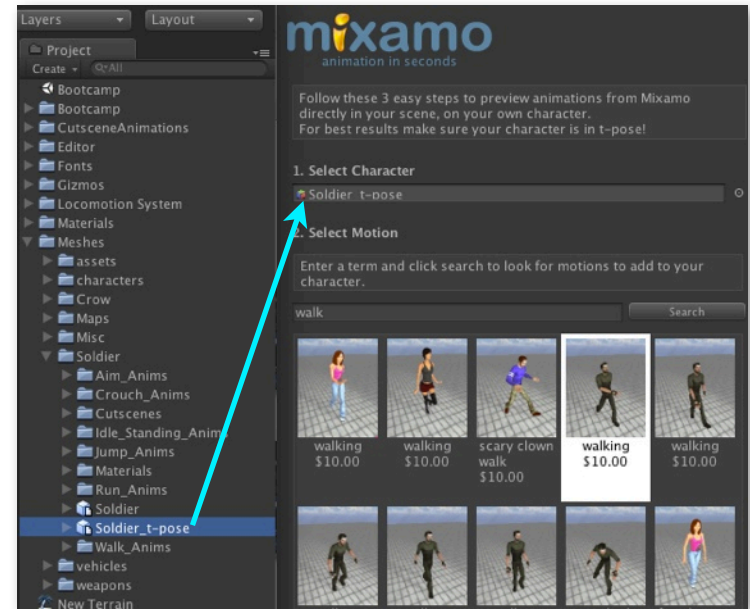
Open: Open the plugin by clicking on "Mixamo Store" on the Window menu

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
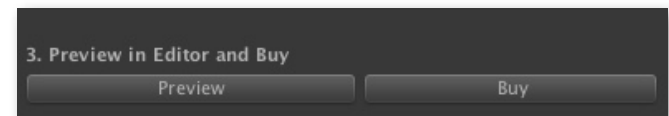
2. What do I Buy?

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

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 use Mixamo website (at least for now). You will need to upload your character on Mixamo and then download the desired animation in FBX, BVH or Collada format

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 80% 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
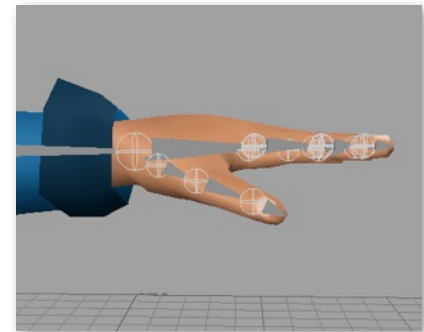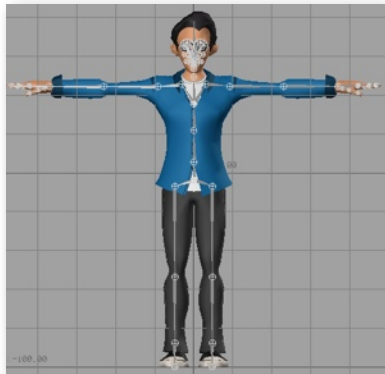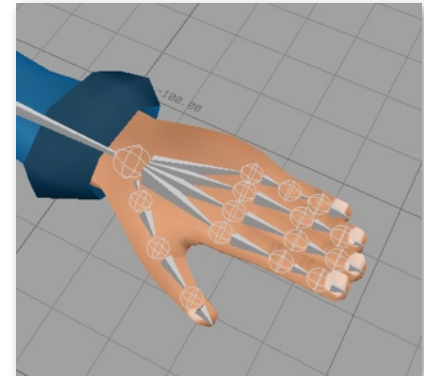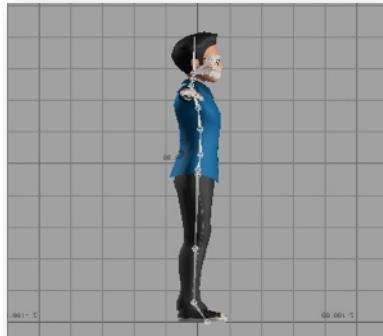
Need more Help?

Visit www.mixamo.com/c/unity-asset-store

Or email us at
pluginsupport@mixamo.com