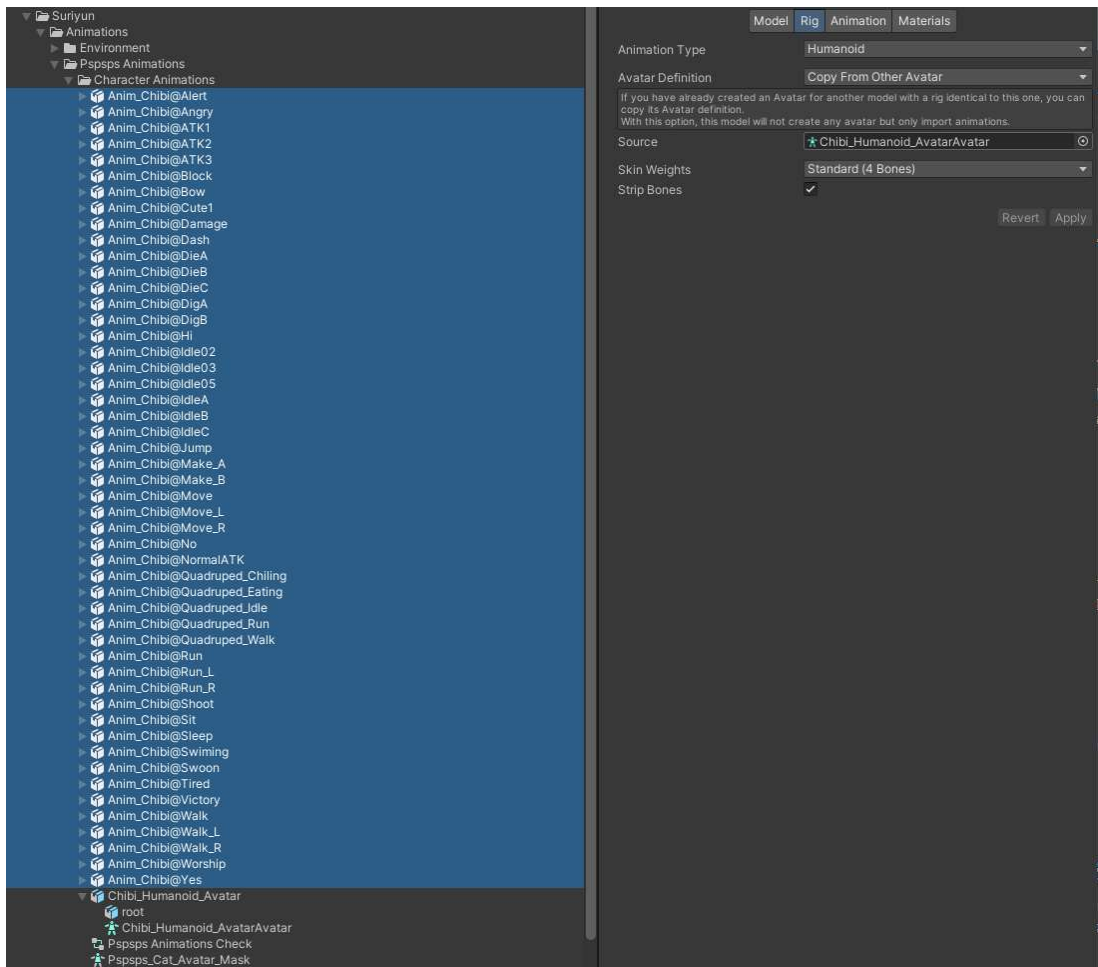


How to Humanoid animation:

Select all animations that start with Anim_ >the Inspector window, go to Rig and change the Animation Type to

Humanoid. > Avatar Definition, select 'Copy From Other Avatar' > Use the source from Chibi_Humanoid_Avatar and

click Apply."



2. Go to the FBX folder and select the character > In the Inspector window, go to Rig and change the Animation Type

to Humanoid > For Definition, select 'Create from This Model' > click Configure... and ensure that both Left Eye and

Right Eye are set to None. If any bones are registered in these two slots, remove them, as shown in the image."

