

Bones Viewer Overlay

Description

Bones Viewer is an overlay that lets you **visualize** your skinned meshes **bones hierarchy**. It allows you to easily **select bones**, to edit your character's pose quickly.

Quick start

Open Bones Viewer overlay

➔ Navigate to:
Windows > Bones Assistant > Bones Viewer

➔ Click on 'Show Bones' to display bones hierarchy.

Humanoid

If you are editing a humanoid animation :

We strongly recommend you to use Bones Viewer to easily select your bones.

Once you have selected a bone, you'll be able to animate it using its related sliders or the usual rotation gizmo.

When you move the sliders or the gizmo, it automatically creates a keyframe (or edits it if one exists already).

Animation Helper Window

Description

Animation Helper is an editor window that helps you **animate**. More specifically, it allows you to create and edit **humanoid** animations directly in Unity.

Quick start

Open Animation Helper window

➔ Navigate to:
Windows > Bones Assistant > Animation Helper

Requirements

Follow instructions provided in the Animation Helper window to fix all errors and meet all requirements.

Edit animation clip

Click on the big edit button.

Generic

If you are editing a generic animation :

Animation Helper v1.1.2 does not work with non-humanoid animation. You probably do not need it though, as you can just animate non-humanoid models by rotating bones in "recording" mode.

You still can use Bones Viewer when animating to quickly select the bones you want to animate.



BONES ASSISTANT

Please visit the complete online
up-to-date documentation:

<https://luceed.studio/bones-assistant>

