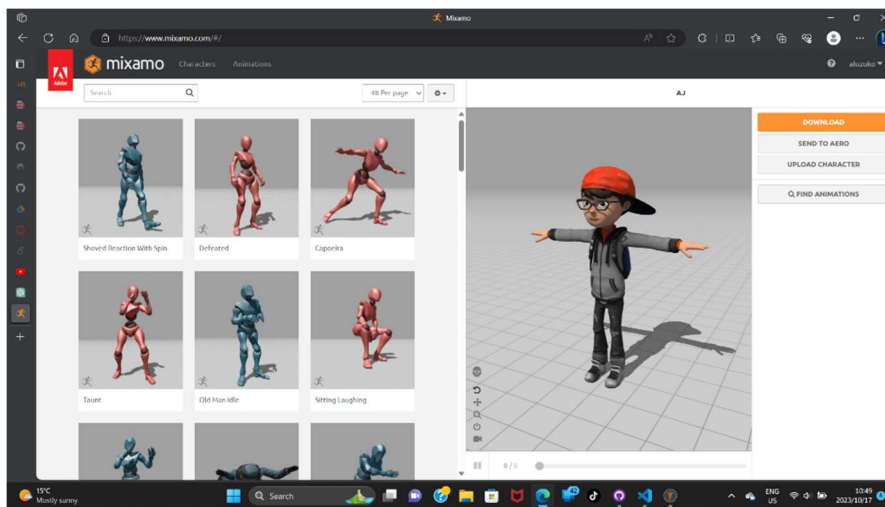


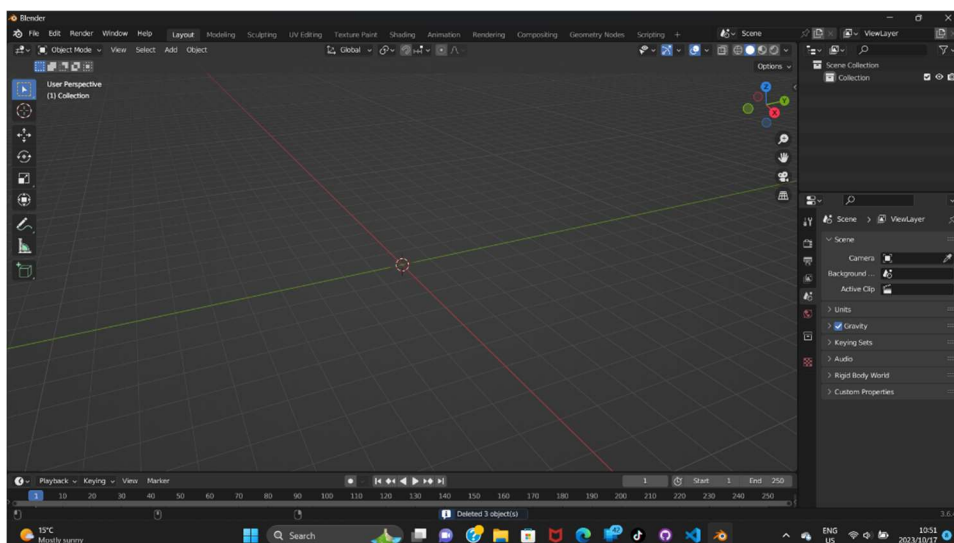
## Runtime Terror Game

A short summary of the process of creating the person model and adding animations using blender and mixamo:

The process starts by choosing the model of your preference on mixamo ,of which in our case was AJ:



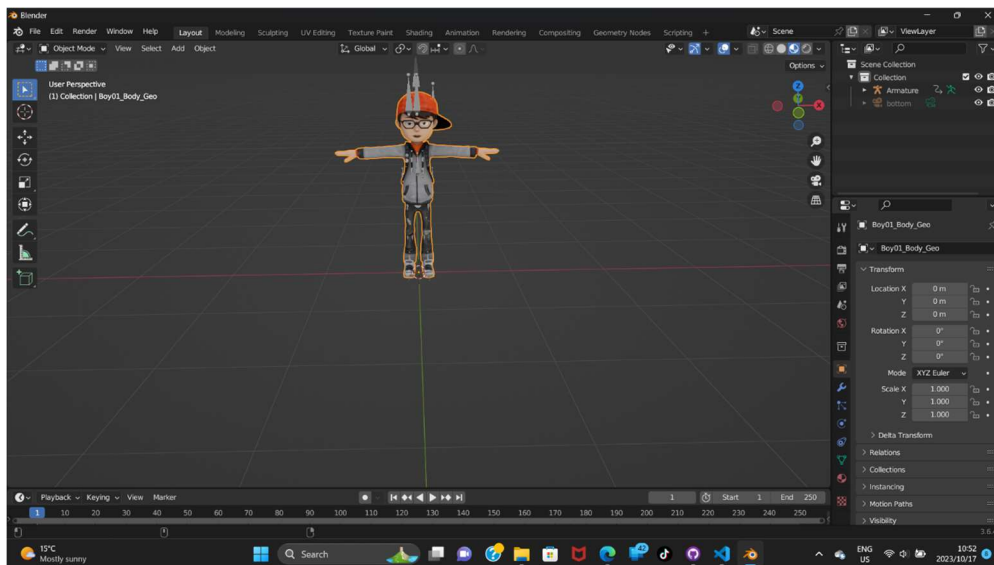
After downloading the model ,we then opened blender and cleared the world:



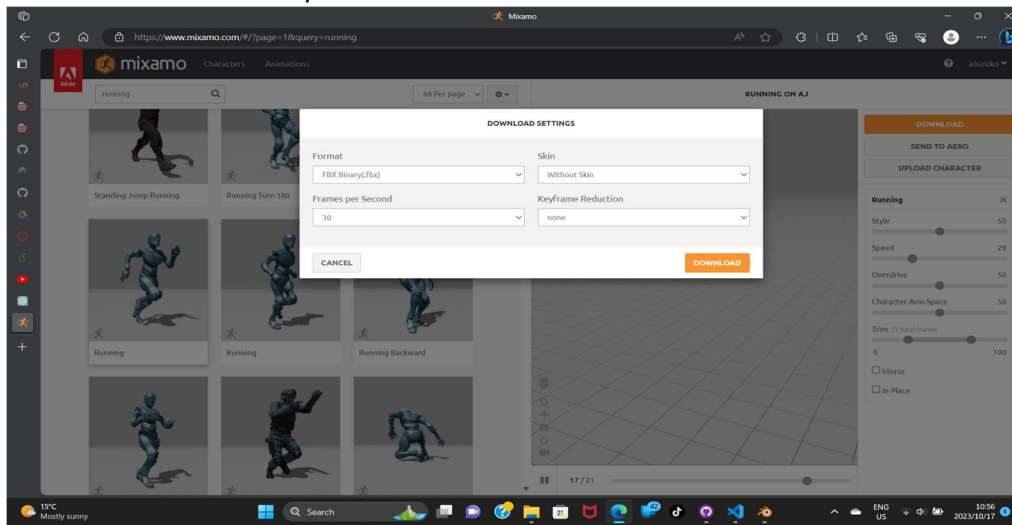
Then imported the model to blender:



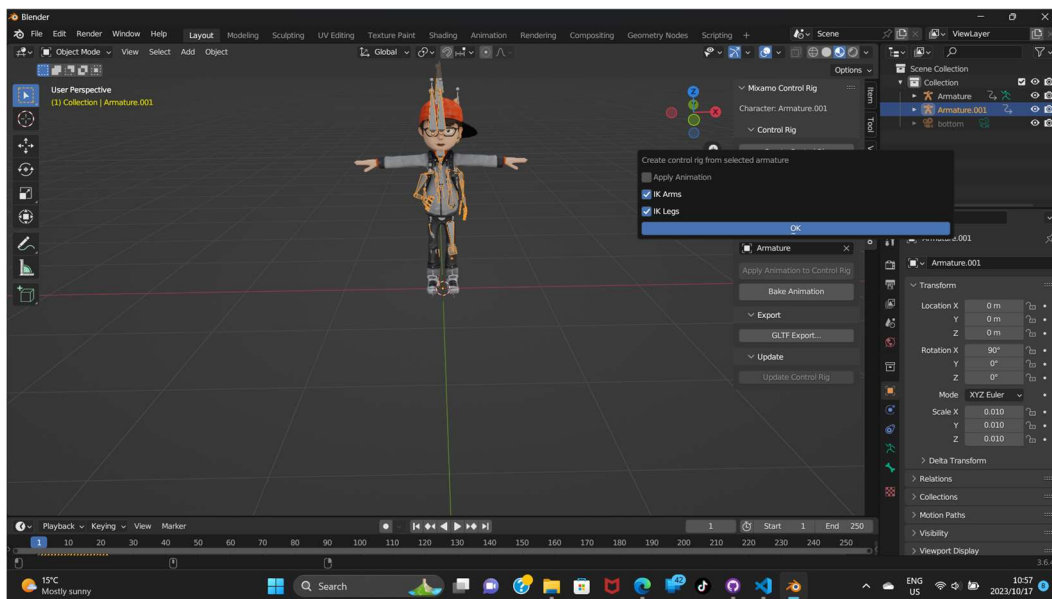
After importing the model ,you check and change textures. But for my case the was no need. So I continued with my model :



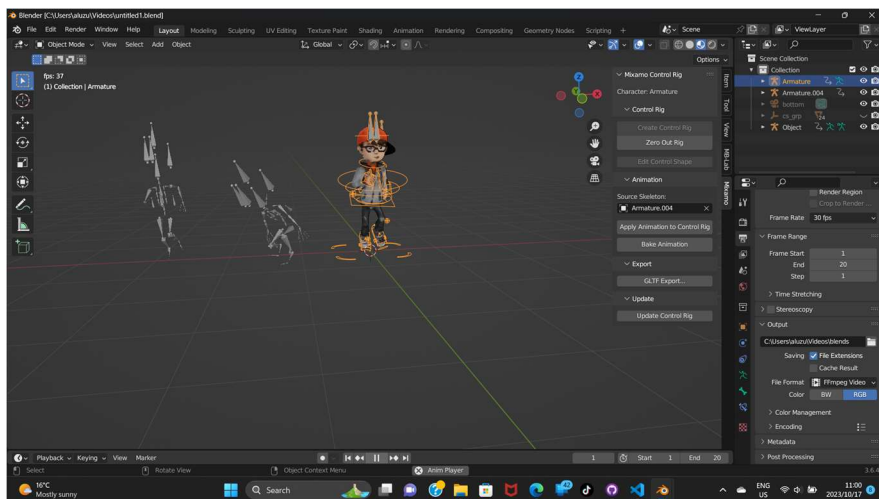
I then went back to mixamo to look for a running and a jumping animation ,then downloaded it without skin so that I only take the skeleton:



After importing these animations ,I then chose to control the rig of the main model of AJ :



I then applied animation to Control Rig:



Lastly, I manipulated the outline of the animations :

