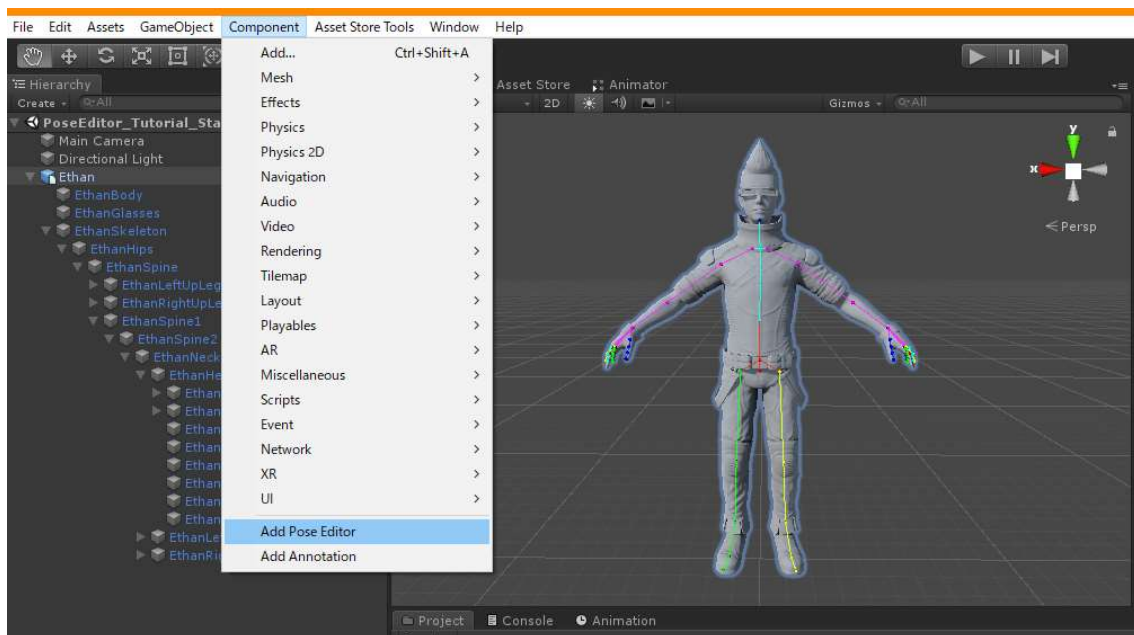# Pose Editor

Introduction

Pose your skinned characters in Unity with selectable joint/skeleton manipulator handle, like as DCC Tool such as Maya, 3ds max, Motion Builder, Blender and others.

How to use

Select a character root object and then select menu "Component > Add Pose Editor" to add Pose Editor Manager component.

In the image above, Pose Editor shows you a character's skeleton. You can click sphere handle to select a skeleton, shift+click to add skeleton to current selection.

Unity Package Manager Supported

Pose Editor can be loaded as a local package. See below for more detail on package.

https://docs.unity3d.com/Manual/upm-ui-local.html

Important Note

Click with mouse-dragging is required to select joint, due to the Unity's handle API implementation.