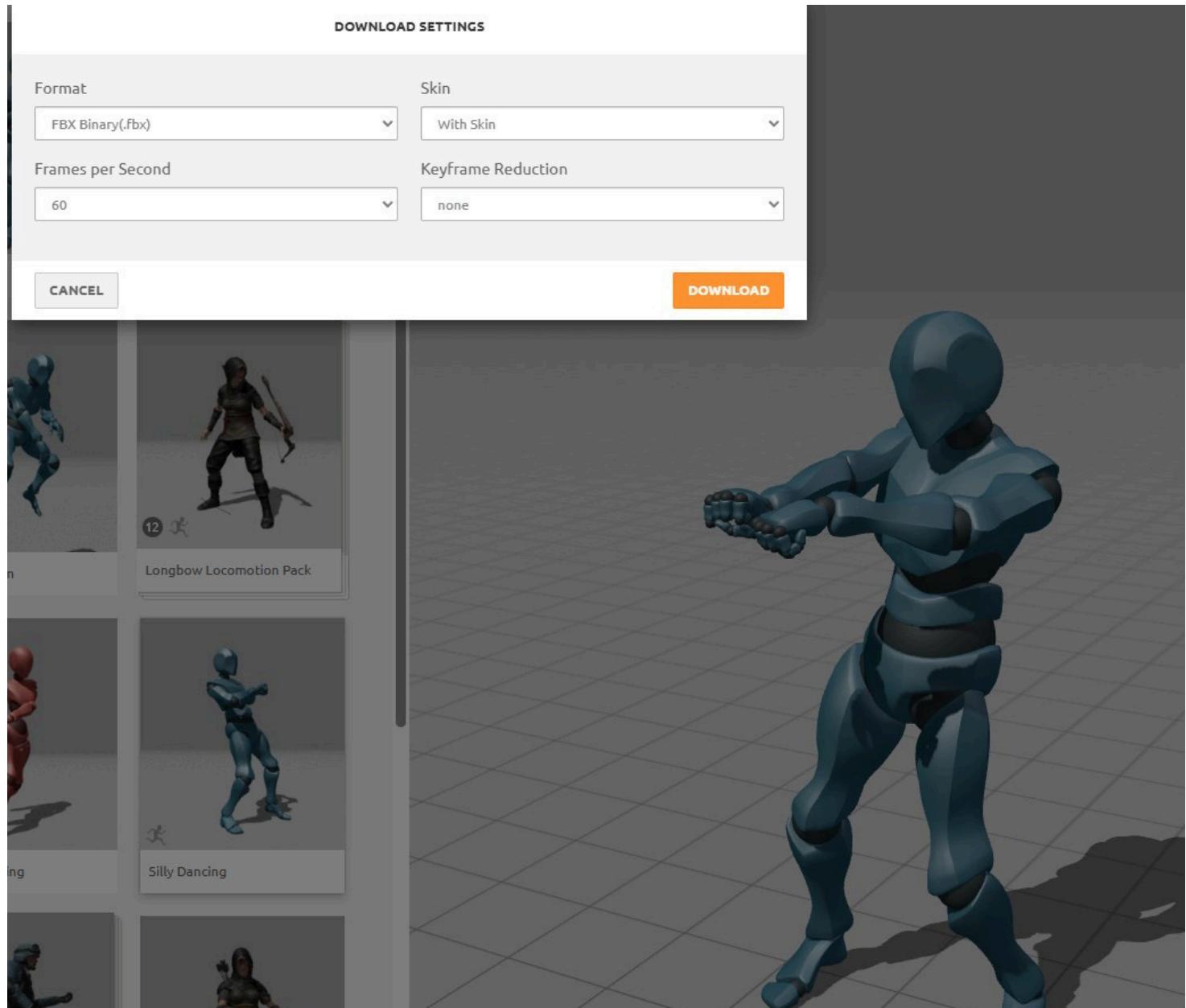


Mixamo Animation

Mixamo is a free library with thousands of full-body character animations.

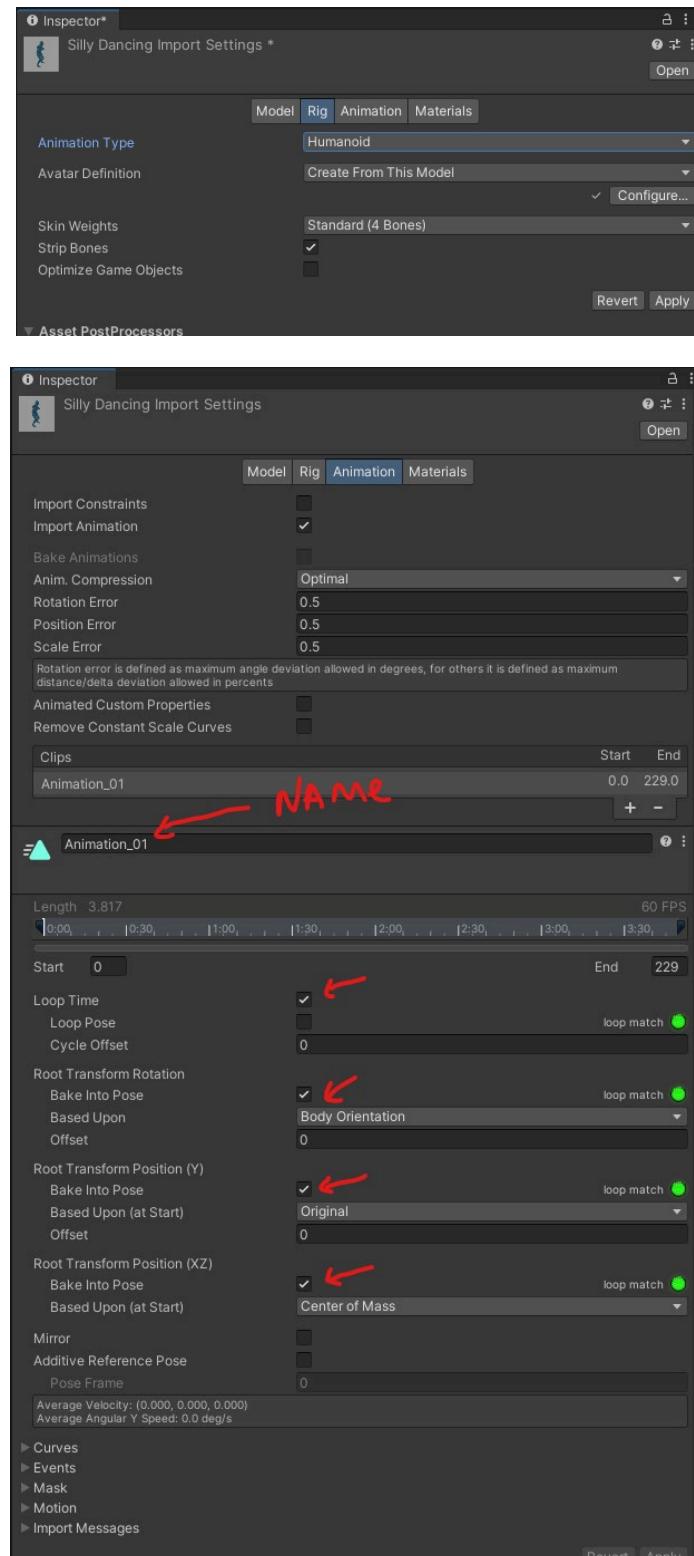
How to apply a Mixamo animation to a Unity character

- Download the animation from Mixamo using the settings shown in the screenshot.



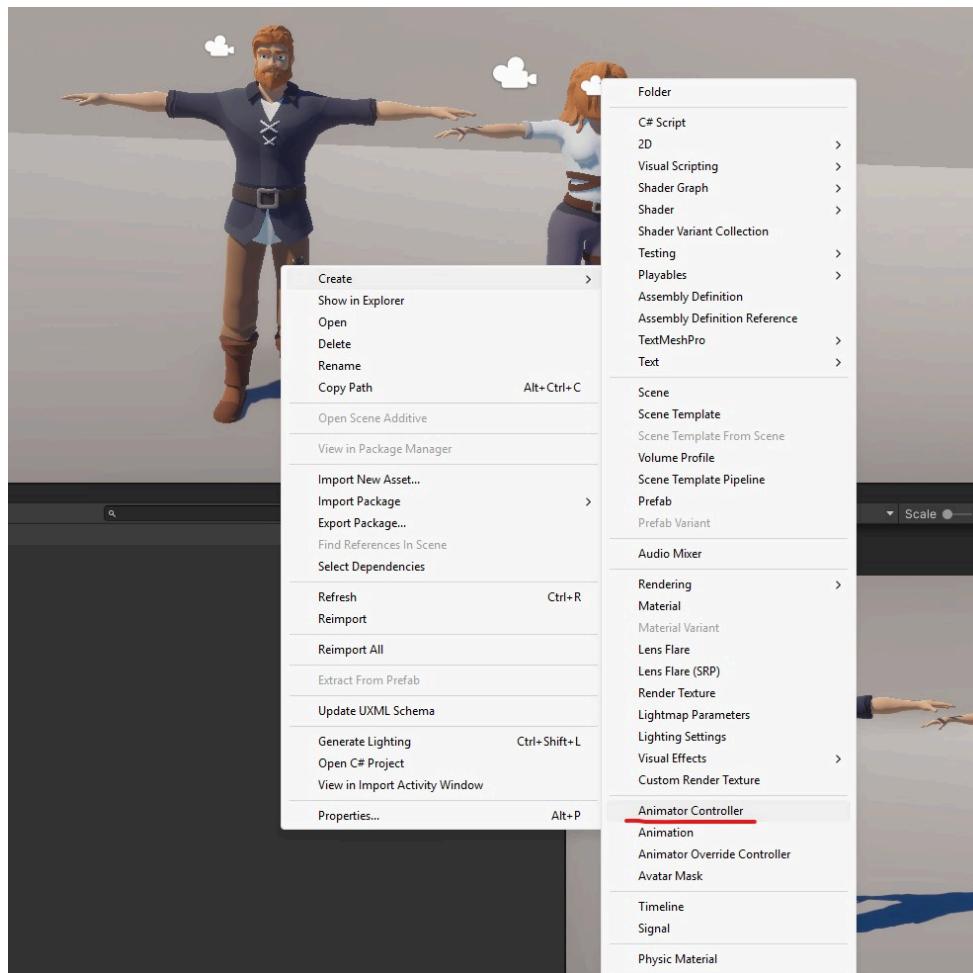
- Import the animation into Unity

- Drag the downloaded file into your Unity project.
- In the Inspector, select the animation file, set the Animation Type to **Humanoid**, rename the animation (e.g., Animation_01), and apply the settings as shown in the screenshot.
- Click Apply.

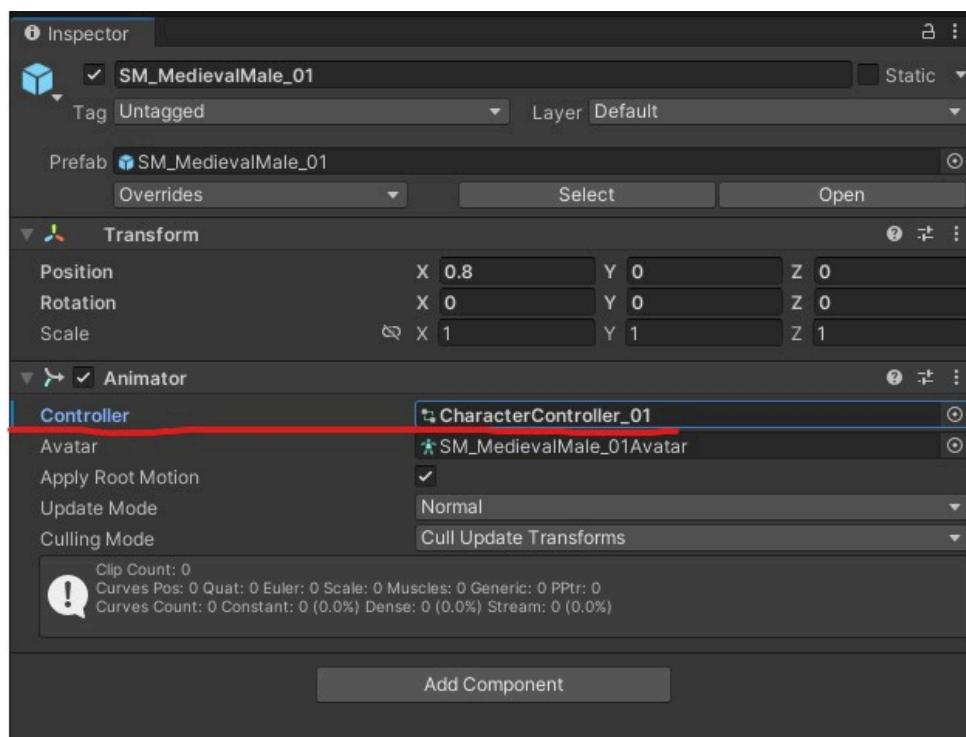


- **Create an Animator Controller**

- Go to the **Project** window, right-click > **Create > Animator Controller**.
- Name it (e.g., CharacterController_01).

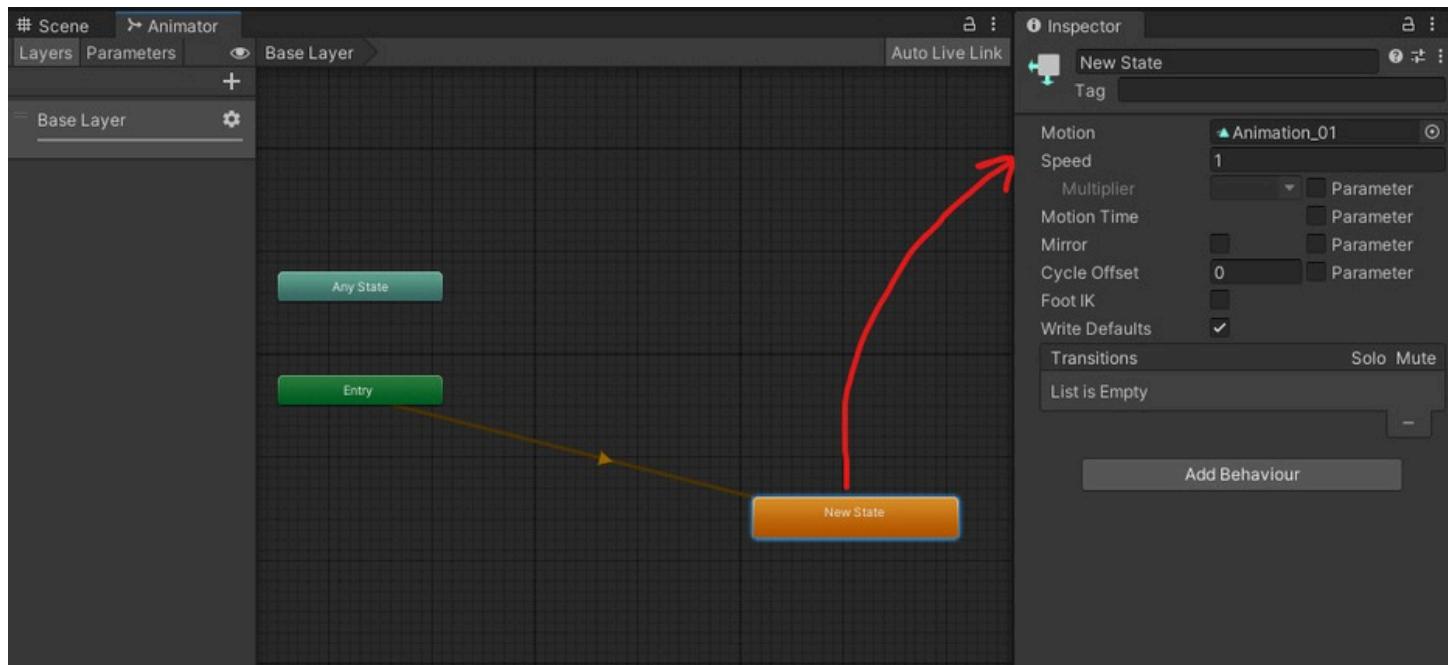
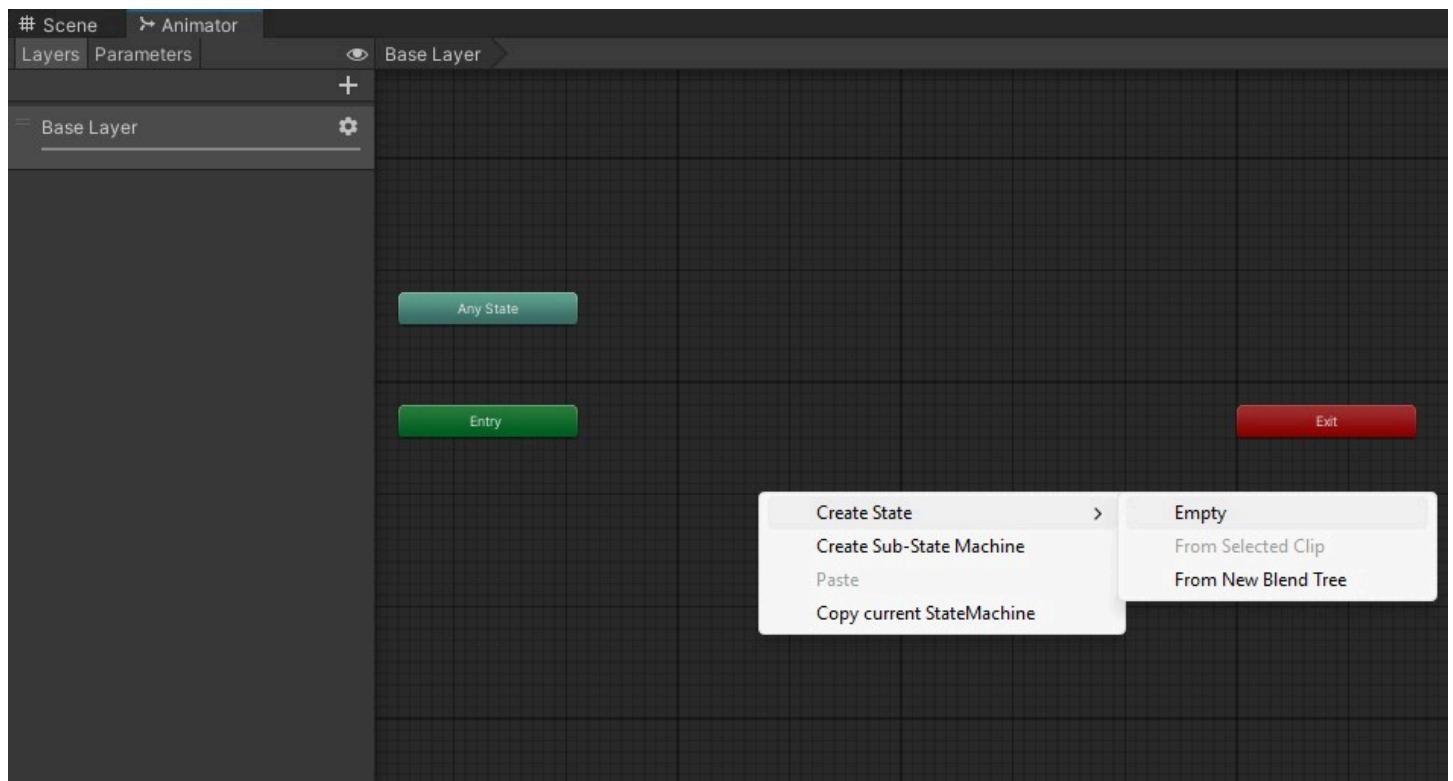


- Assign this controller to your character in the **Animator** component.



- **Add the animation to the Animator Controller**

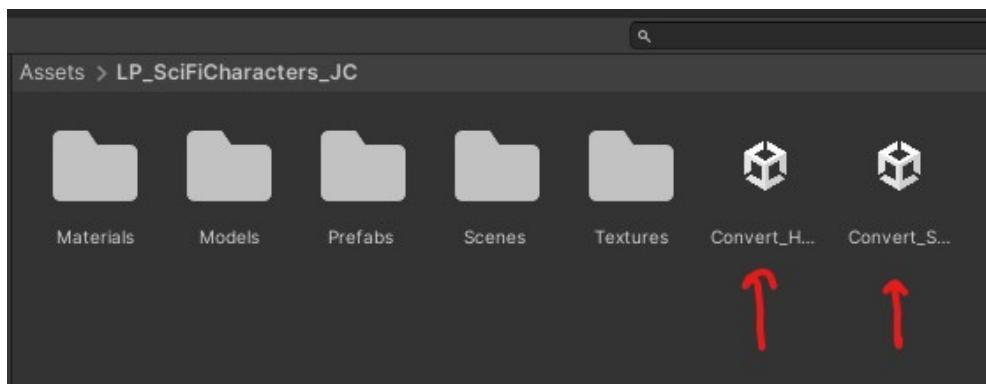
- Double-click the Animator Controller to open the **Animator window**.
- Right-click in the grid > **Create State > Empty**, then select your Mixamo animation.



FAQ:

- **Everything is pink, how to fix this?**

Unity has 3 different render pipelines (Built-In, URP and HDRP). By default asset is opened in URP render pipeline. If everything is pink you need to use included Built-In or HDRP .unitypackage from **main folder** depending on your render pipeline.



- **During the animation I see that there is not enough space for the character's hands. How can I fix this?**

When downloading an animation from Mixamo, there's a slider called "**Character Arm-Space**". Increase this value to give your character more space between the arms and the body..



DOWNLOAD

SEND TO AERO

UPLOAD CHARACTER

Sad Idle X

Overdrive 50

Character Arm-Space 60

Trim 85 total Frames 100

0

Mirror

