

Thank you for buying the **Paper man | Hyper-Casual Characters**, we hope it will help you in your project.

If you liked our product, do not forget to rate it in an Asset store: <https://u3d.as/2GpD>

Your feedback will help me improve the project.

If you have any suggestions or questions, you can write to this email: pirate.parrot.software@gmail.com

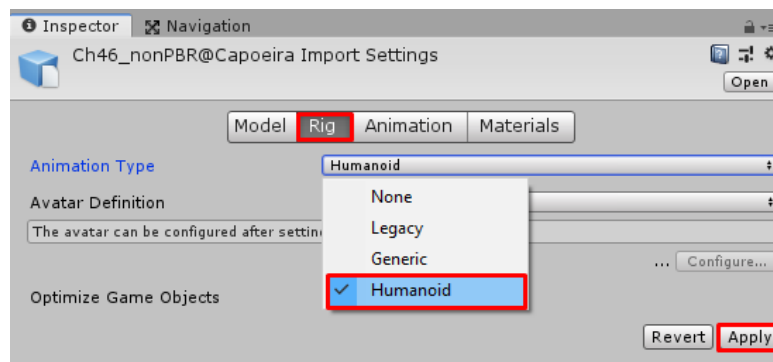
How to use Humanoid animation?

- 1) Find the animation you need on the website <https://www.mixamo.com> and download it with the following settings:

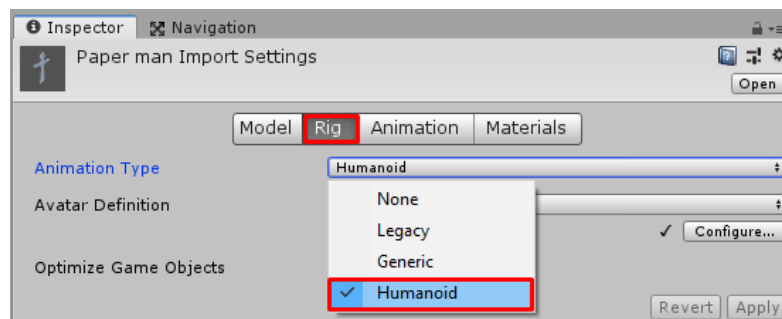
DOWNLOAD SETTINGS

Format	Skin
<input type="text" value="FBX Binary(.fbx)"/>	<input type="text" value="With Skin"/>
Frames per Second	Keyframe Reduction
<input type="text" value="60"/>	<input type="text" value="none"/>

- 2) Import the animation into your Unity project.
- 3) Select animation in Unity. In the Inspector window, on the Rig tab, change the Animation Type to Humanoid. Apply.



- 4) Make sure your model is also set to Humanoid Animation Type:



List of animations used in the [Video](#)

Dance:

Hokey Pokey
Rumba Dancing
Salsa Dancing

Idle:

Arm Stretching
Idle
Shaking Hands 2

Running:

Goofy Running
Running
Running Forward Flip