IMPORTING ANIMATIONS:

- Import "KayKit animated character.fbx".

- Open "KayKit animated Character.fbx" and save as a scene

- Animations are found under the **AnimationPlayer** node.

- For looping animations check the loop icon 🔁 . In the top right of the timeline, in the **AnimationPlayer** window.

USING OTHER KAYKIT CHARACTERS:

- In "KayKit Animated Character" select the Skeleton node(💀). Add new BoneAttachment(🦴) and duplicate 6 times.

- In the **BoneAttachment**'s inspector set 'Bone Name' to "Body". Rename the **BoneAttachment** Node to "Body"

- Repeat for other bones. Set 'Bone Name' to "Head", rename **BoneAttachment2** to "Head".

- Import KayKit character of choice. Instance the KayKit Animated Character scene inside the newly imported KayKit character.

- Re-parent each of the component meshes on the character to their corresponding **BoneAttachment** node.

- See diagram on the right ▶▶▶

For example:

Parent the ◻character_exampleHead to 🦴'Head' **BoneAttachment** node.