--- Character Animations ---

1. Equip Backpack

a. Player grabs backpack from behind and takes it in front of him

b. Player Opens the backpack (Allow free - unobstructed vision to the inside at the last keyframe)

2. Put Backpack Away

a. Player closes backpack

b. Player grabs backpack and puts it on his back

3. Player Idle, Standing position

4. Player Right hand, Grab Object

5. Player Severed Hand, Grab item in inventory

--- Notes ---

The game is a First Person VR game, so weird artifacts and animation issues, which

cannot be seen from the first person perspective, are okay.

The first 2 animations require individual animation of 2 objects;

Player model and backpack. The animations should be exported for each object.

The last animation is on a new model, the players arm which has been cut off

The only type of animation which is supported is Bone / Joint animation and only

animations which can be baked onto the bones. This means that: Derformers, Muscles. etc

are not supported.

IK is partially supported, it works when the IK animation is baked onto the bones, but the

IK rig and IK Handle animations cannot be exported to Unity.

The backpack currently has a open / close animation, delete these as you see fit.

Export the animations as FBX with the model.

Only enable: Smoothing groups, Include Geometry, Include Animation