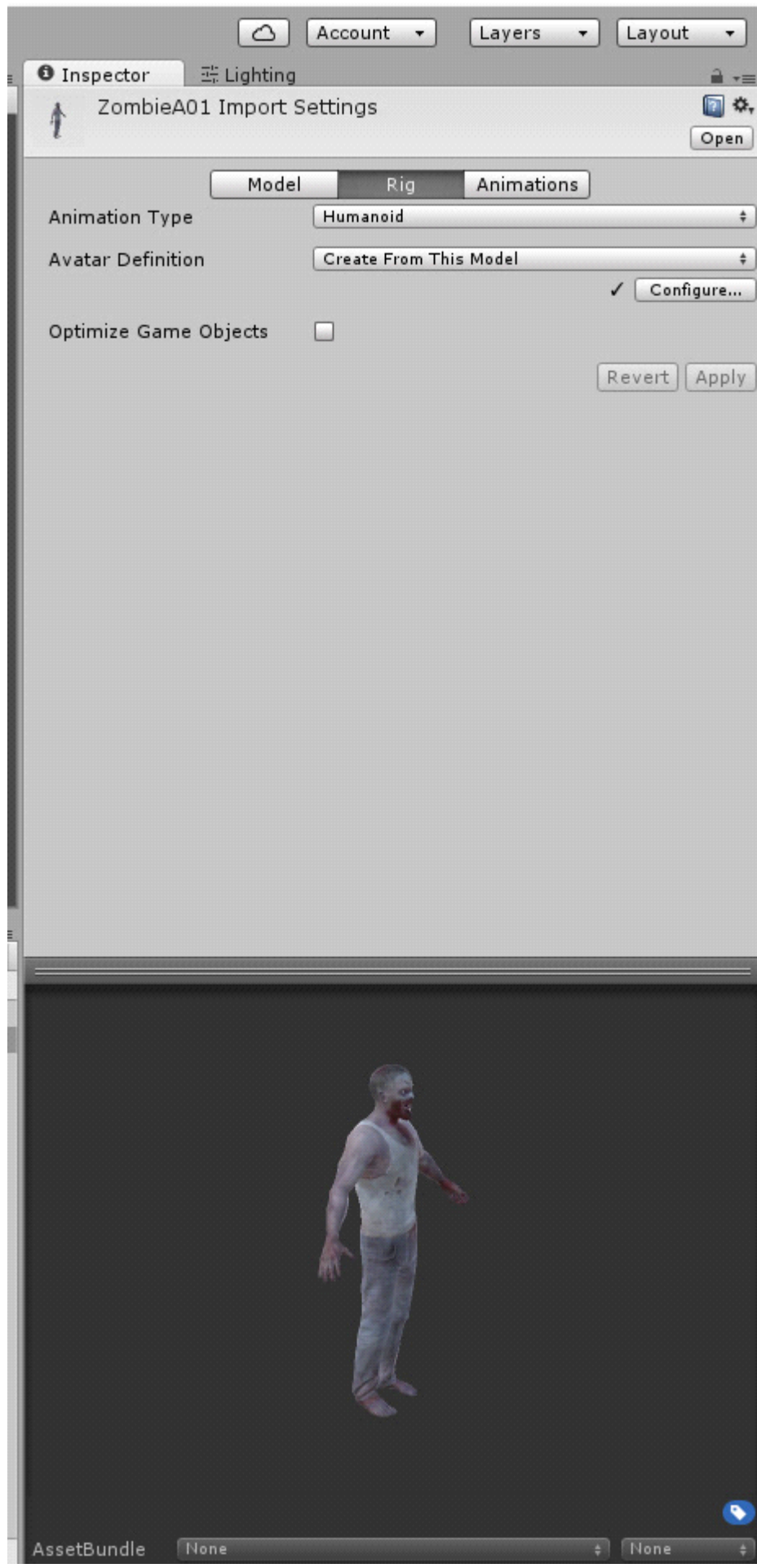


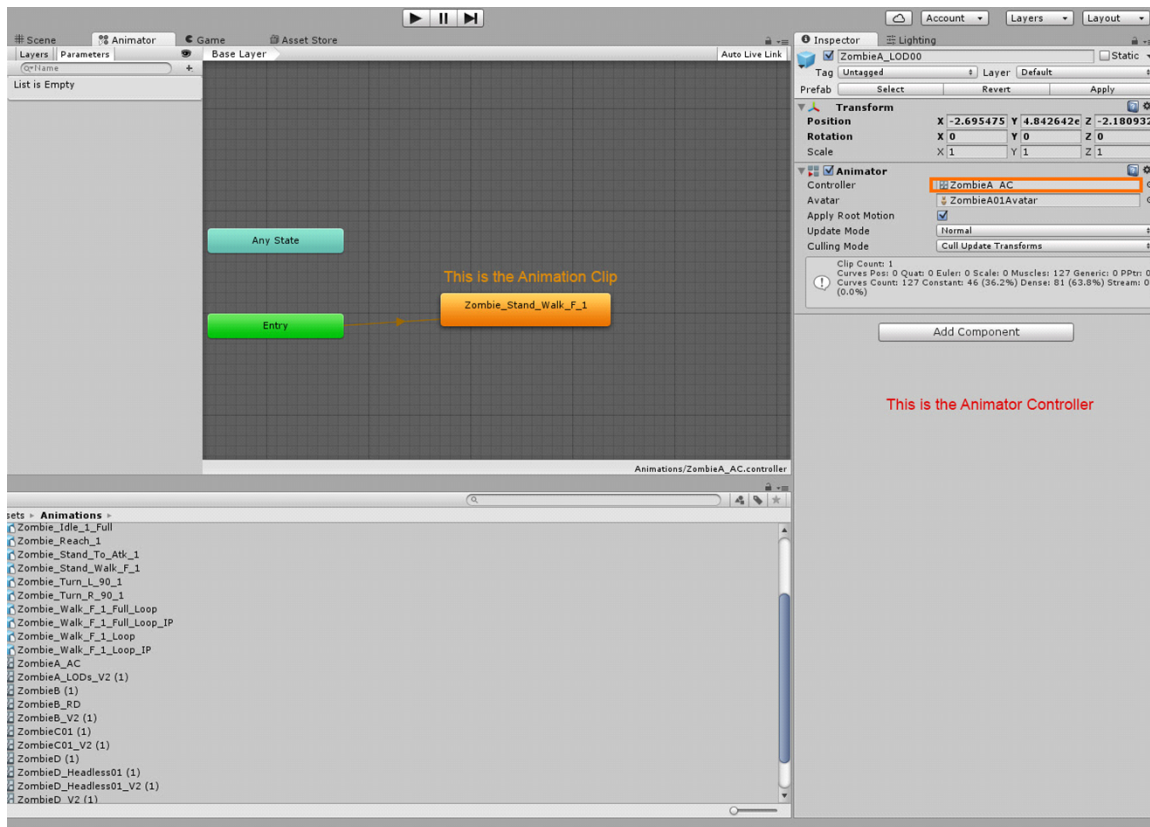
INITIAL SETUP OF THE MODELS

When you get my models, don't change anything. The Avatar Definition must be Create from this model. Don't copy from other avatar.



Make Animator Controller (Create -> Animator Controller), place the zombie prefab into the scene, click on it and select this Animator Controller as Controller in the Animator.

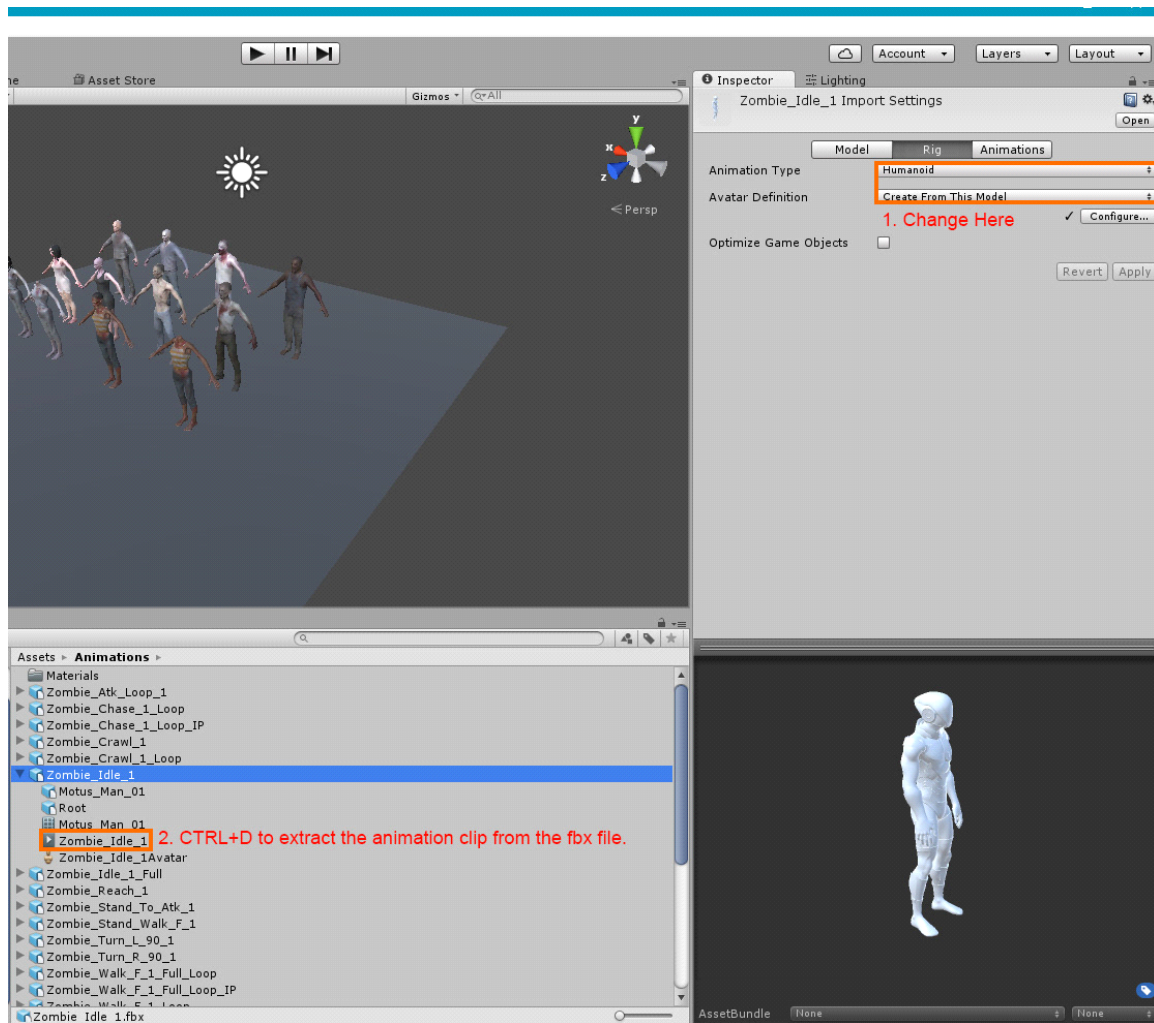
Then select this Animator Controller, open the Animator Tab, and place here the Animation clips from the Zombie animations



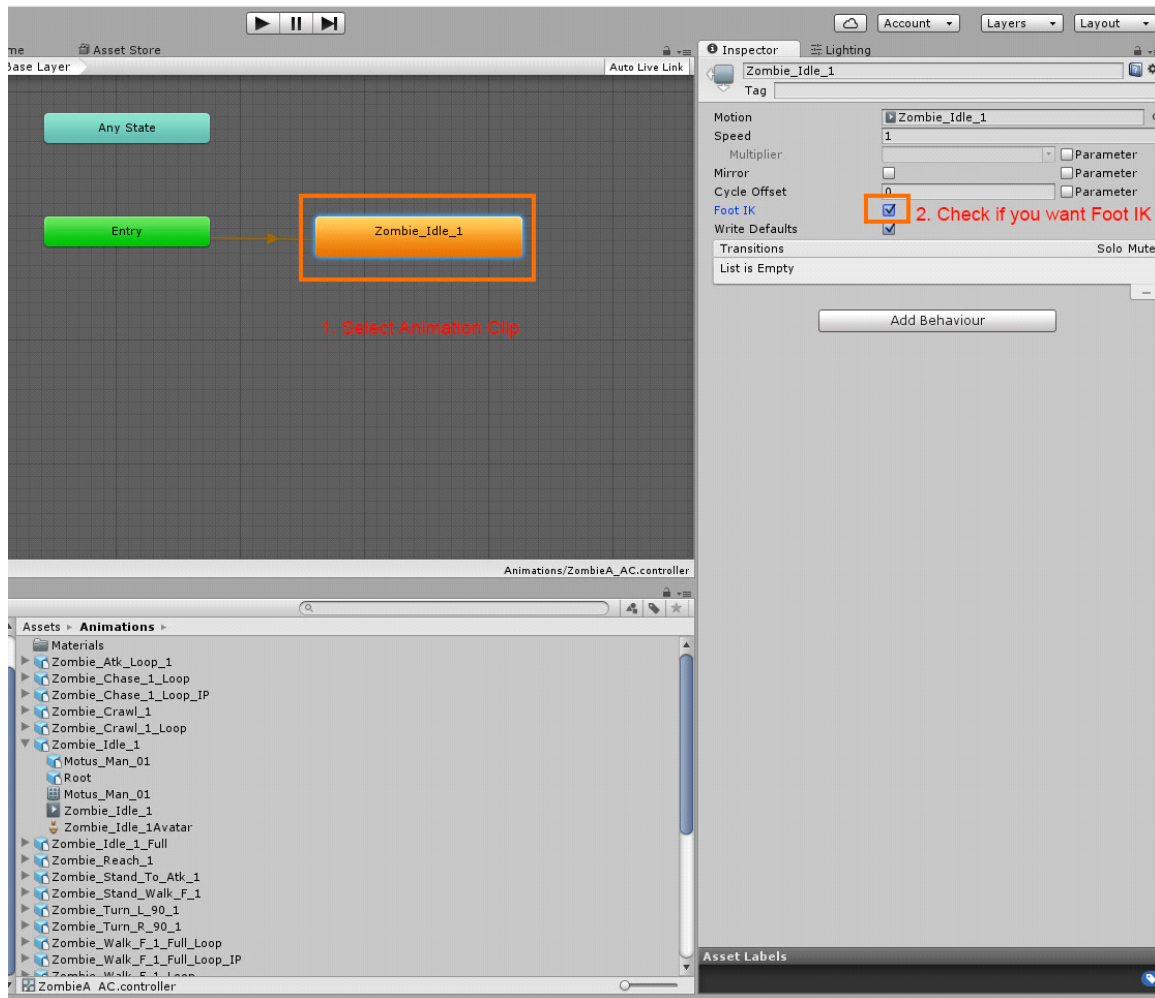
GETTING THE ANIMATION CLIPS FROM ANIMATION FBX

Most MoCap animations come as FBX files.
Sometimes they need to be setup for Mecanim.
Steps are:

- 1) Select FBX file with the animation, and in Inspector, open Rig tab. Make Animation Type - Humanoid and Avatar Definition - Create From This Model. Click Apply.
- 2) Expand FBX file and inside you'll find a file with PLAY icon, this is your Animation Clip. Hit CTRL+D to duplicate it outside the FBX. Now you have your Animation Clip ready to be placed in Animator and animate your Zombie.

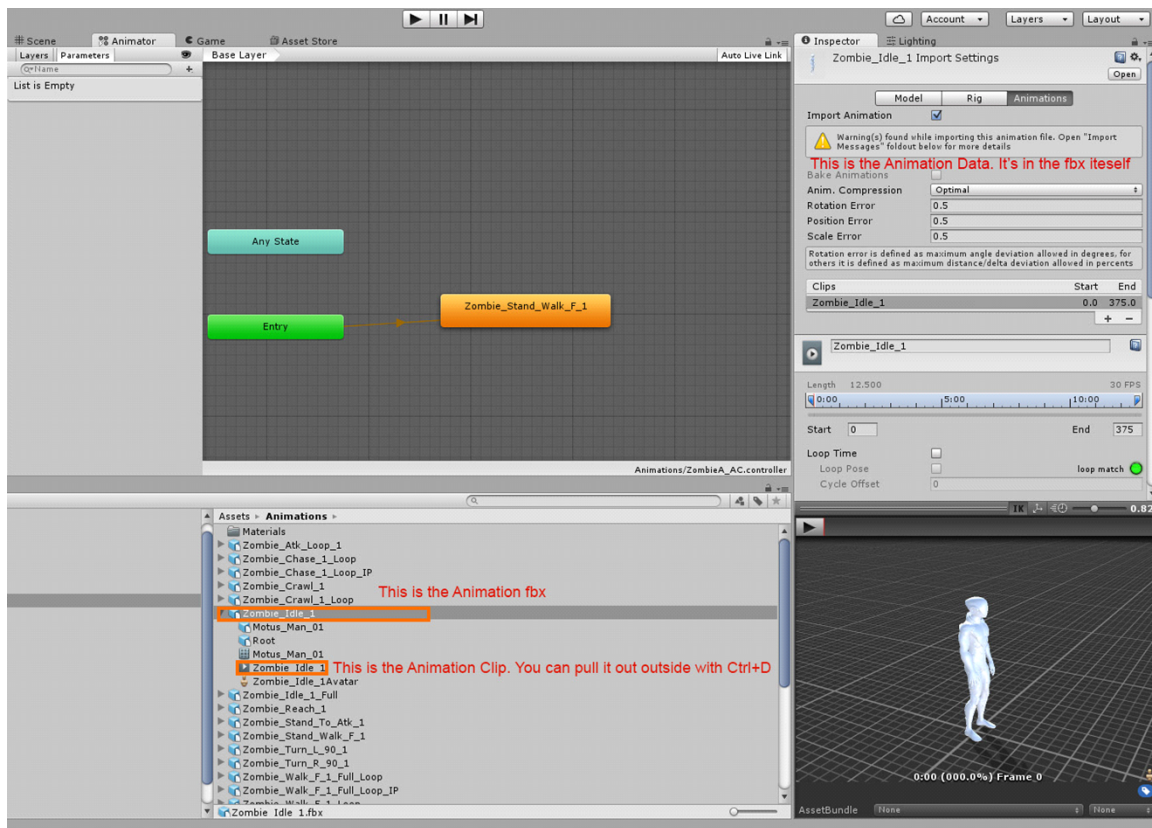


3) If you want the feet to be on the ground, click the clip inside the Animator and check Foot IK.



REMARKS

If you want to see the animation data, its on the fbx with the animation itself , and not on my model. Keep in mind usually these clips have only one animation



But, after you apply Animator controller to my models, and place here some Animation clips, you can select the model in the scene, and animation data will show in Animation Tab (not Animator, but Animation) Here you can edit it, just look some Unity Tutorials for this.

