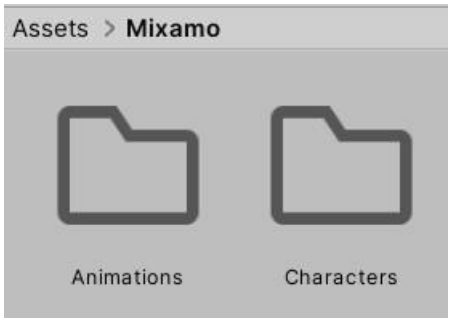
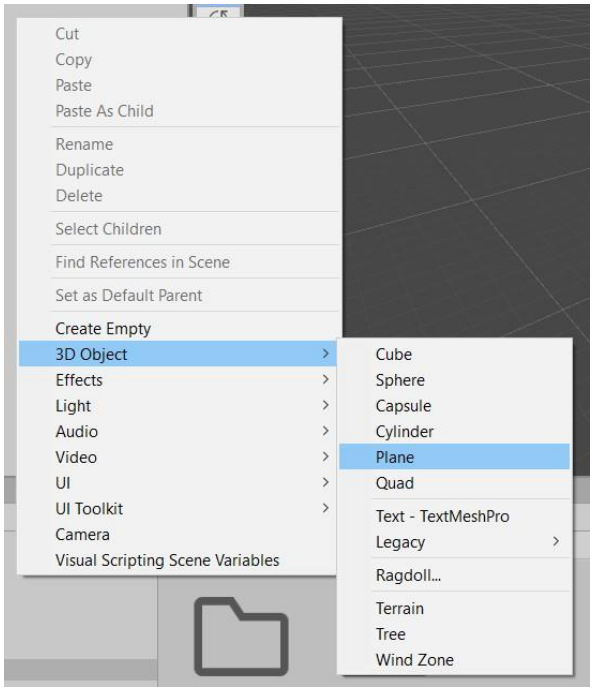
Practical No. 6

Aim: How Unity handles the configuration of avatars and working with Animation Retargeting.

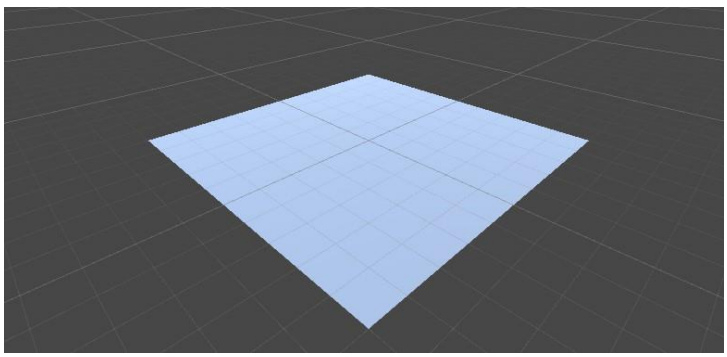
Step 1: Create a new folder name as Mixamo and inside that create 2 new folder named as Characters and Animations



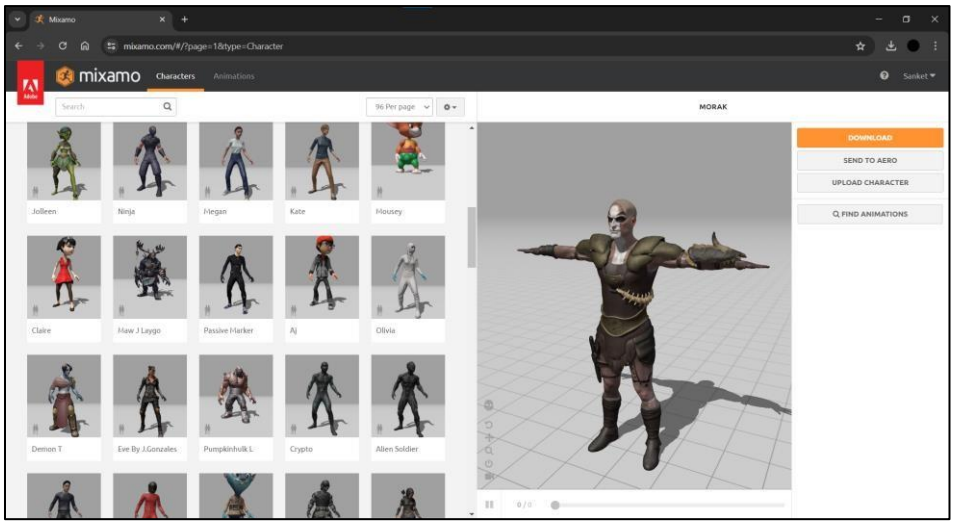
Step 2: Right click on Hierarchy → click on 3D object → click on plane

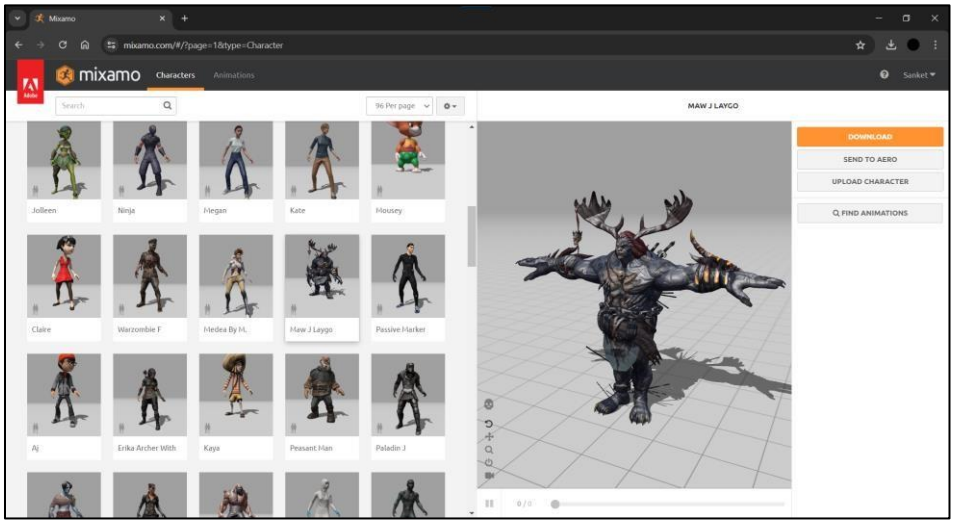


Now you will have a plane like this.

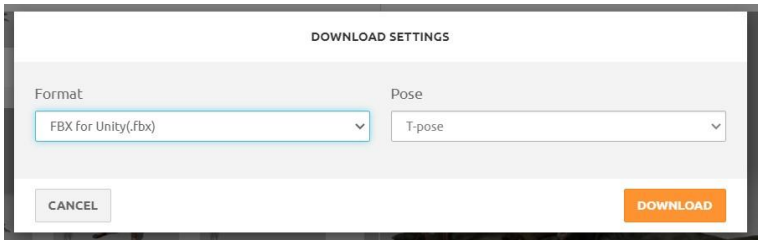


Step 3: Go to mixamo website and download any 2 characters and 1 animation.

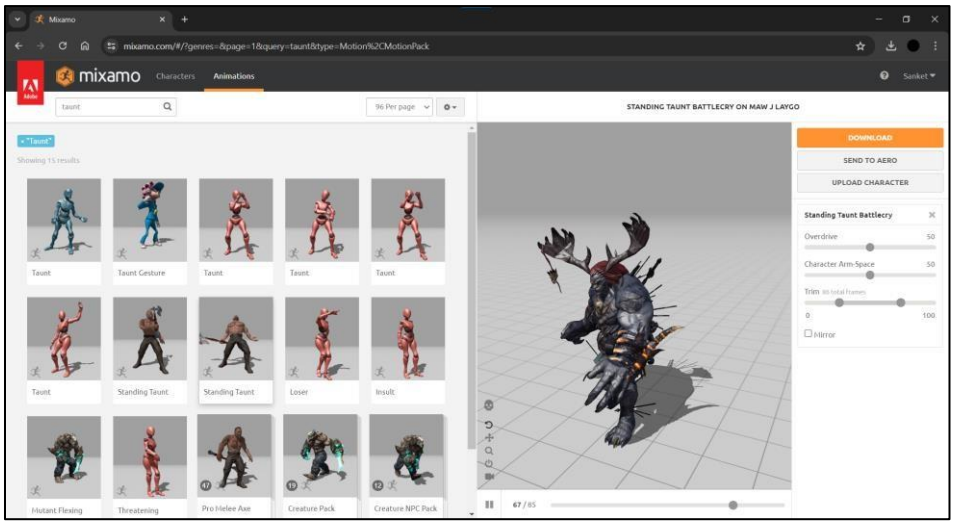




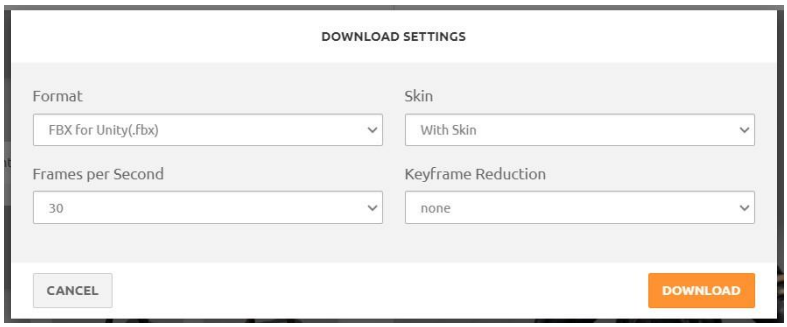
Make sure you use following setting to download characters



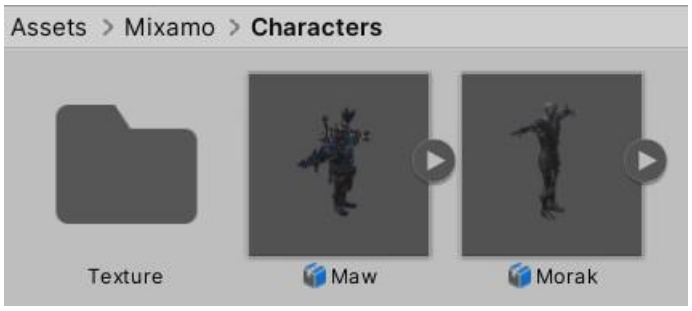
Now go to animations and download 1 animation for any 1 of character.



Make sure you use following setting to download animations.



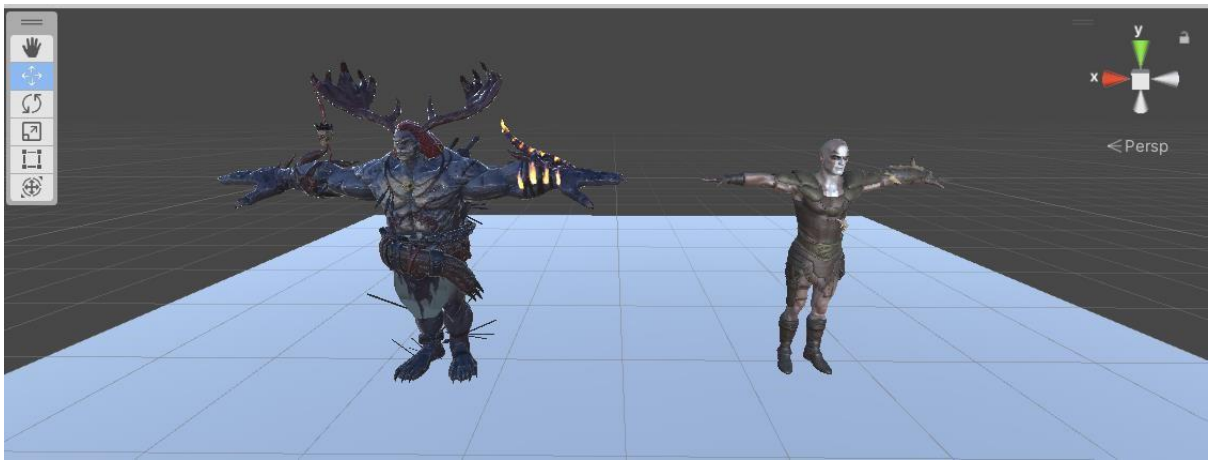
Step 4: Once everything is downloaded open character folder which we have created and drag and drop the character files in it.



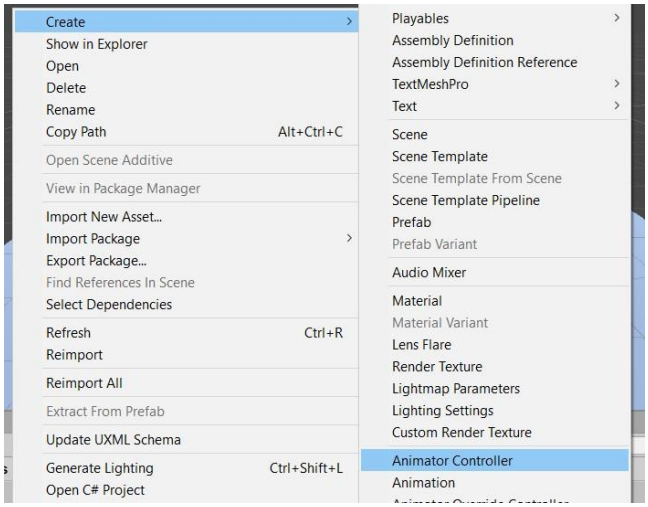
Once done go to animations folder and drag and drop the downloaded animation.

(Note: if textures are not visible on your character, then follow step 6 from practical 3).

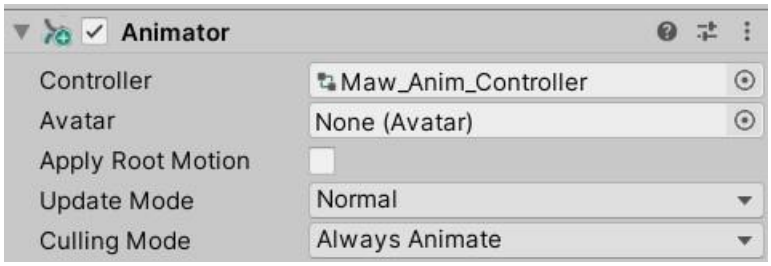
Step 5: Now Drag and Drop both of your character into scene and place them on plane.



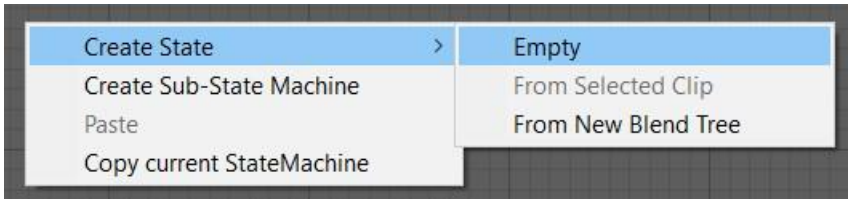
Step 6: Now go to animations folder and right click → click on create → click on animation controller.



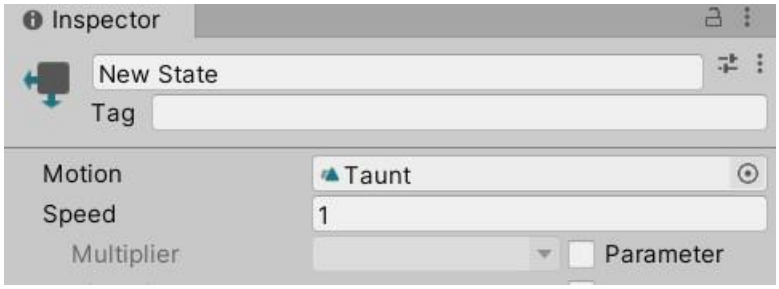
Step 7: Now go to hierarchy and select any one character → go to inspector and add animator component → drag and drop the animation controller which we created into controller field.



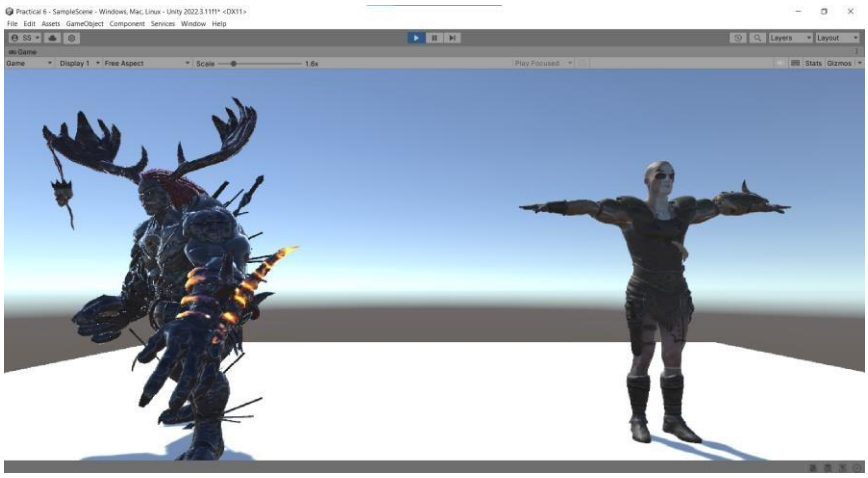
Step 8: Go to animator tab and right click → click on create state → click on empty.



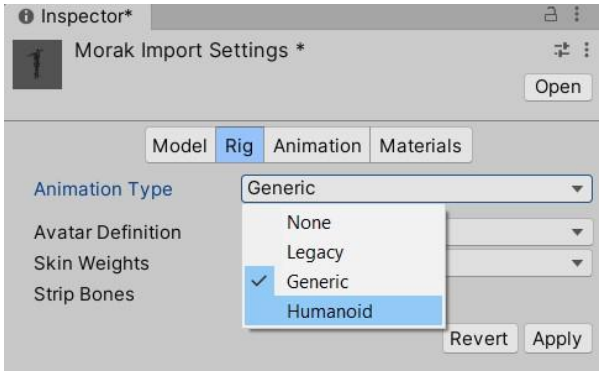
Step 9: Now select the state and go to inspector → drag and drop the animation into motion field.

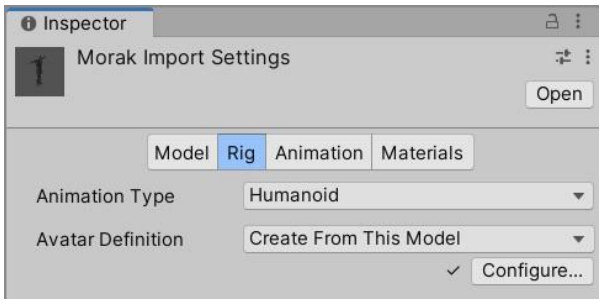


Step 10: Now run the project and you can see 1 character is moving.

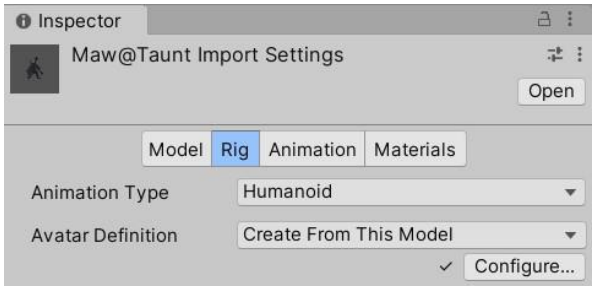


Step 11: Now go to Characters folder and select the 2nd character(which was not moving when we run the project) → go to inspector → click on rig → change animation type from Generic to humanoid → click on apply.

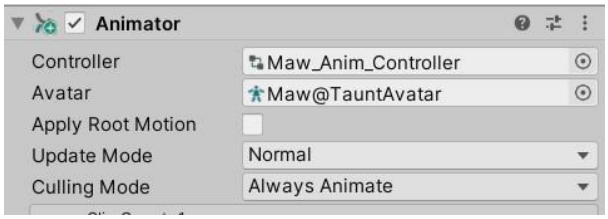




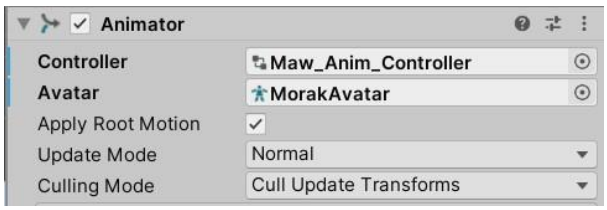
Step 12: Now go to animations folders and select the animation → go to inspector → click on rig → change animation type from Generic to Humanoid



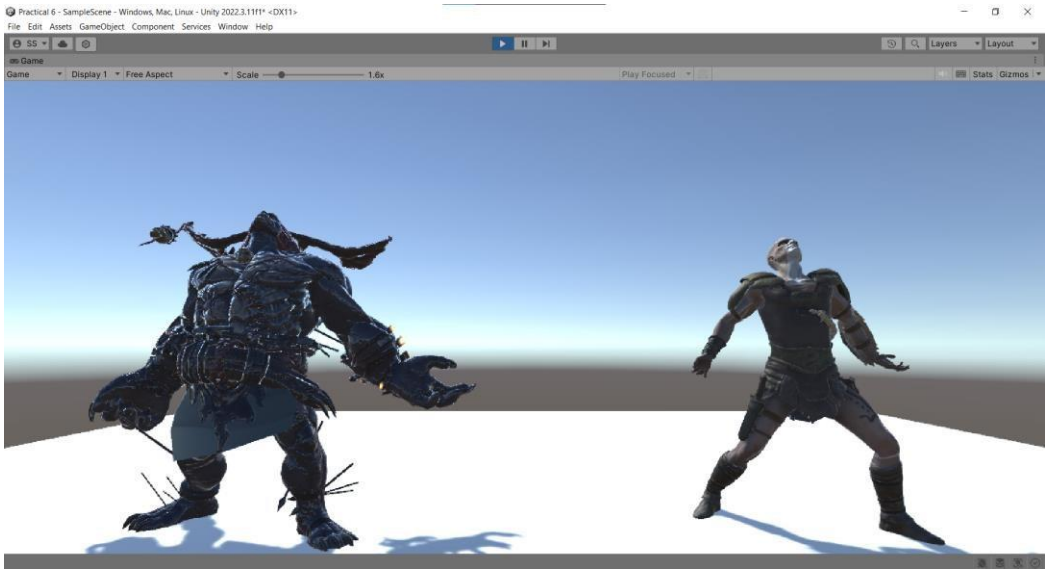
Step 13: Go to Hierarchy → select the 1st character → and add the avatar which was create during step 12.



Step 14: Go to Hierarchy → select the 2nd character → and add the avatar which was create during step 11 and also add the animation controller which was created during step 6.



Output:


Practical 6 - SampleScene - Windows, Mac, Linux - Unity 2022.3.11f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Layers
Layout
Game
Display 1
Free Aspect
Scale
1.6x
Play Focused
Stats
Gizmos