



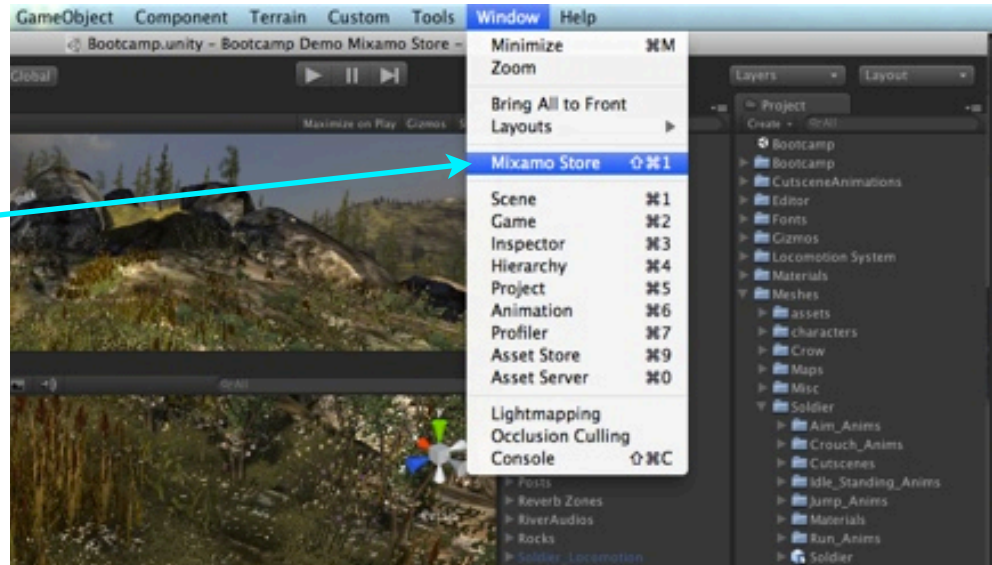
Animation Store Plugin for the Unity Asset Store*

* If you have purchased a **Unlimited+ Mecanim** license
functionalities are the same but all animations will show up as free!

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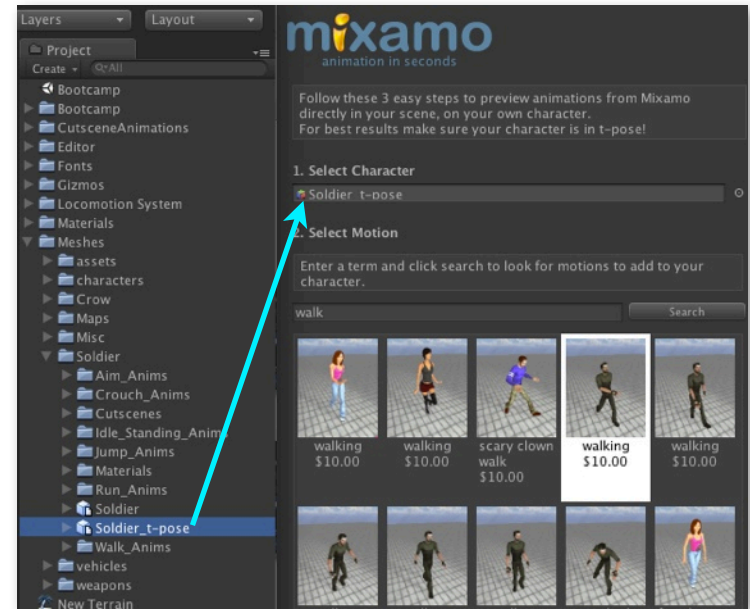
1. How Does it Work?

Open: Open the plugin by clicking on “Mixamo Store” on the Window menu



1. How Does it Work?

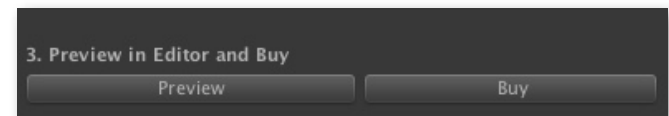
Select Character: Select and drag the desired character onto the plugin as shown by the arrow. Then search for the desired motion. Mixamo will populate a list of animations matching searching criteria



Customize: Every animation can be customized. You can also select in place or non in place mode



Preview/Purchase: You can preview the animation on your character before purchasing it



2. What do I Buy?

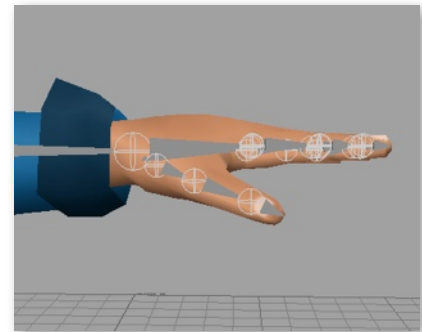
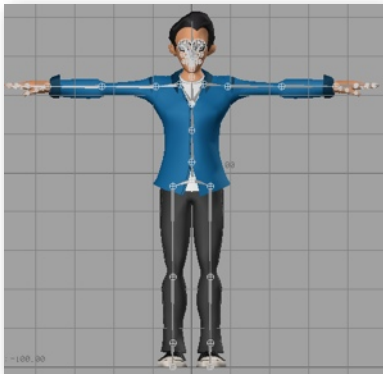
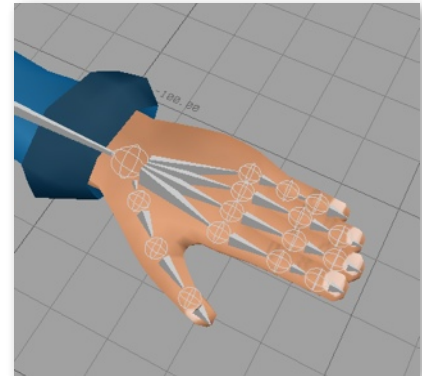
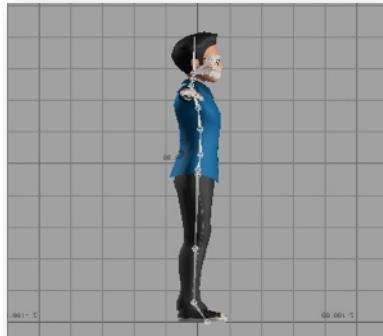
With the Mixamo plugin you purchase a **.anim** file which is the Unity binary format for animations.

These .anim files applied to a Mecanim Humanoid character are **retargetable** using Unity4.x **Mecanim** animation system, so you download them once and you can use them forever on any character! If you use Legacy or Generic character the .anim files you download are not retargetable and therefore also cost less. If you have purchased the **Unlimited** license you have full access.

If you need to modify the animation with other 3rd party tools (such as Maya, 3dsMax, Blender, etc.) you will need to download them in FBX format from Mixamo website after uploading your character.

3. How do I get the best results?

To get the animation results make sure your character is properly rigged and in t-pose. Below an example of a t-posed character. On 90% of the cases your character will be automatically mapped to Mixamo standard skeleton. If that does not happen, you will be taken to our mapping webpage to complete the process and then back to Unity Editor to enjoy the animations



Need more Help?

Visit www.mixamo.com/c/unity-asset-store

Or email us at
pluginsupport@mixamo.com