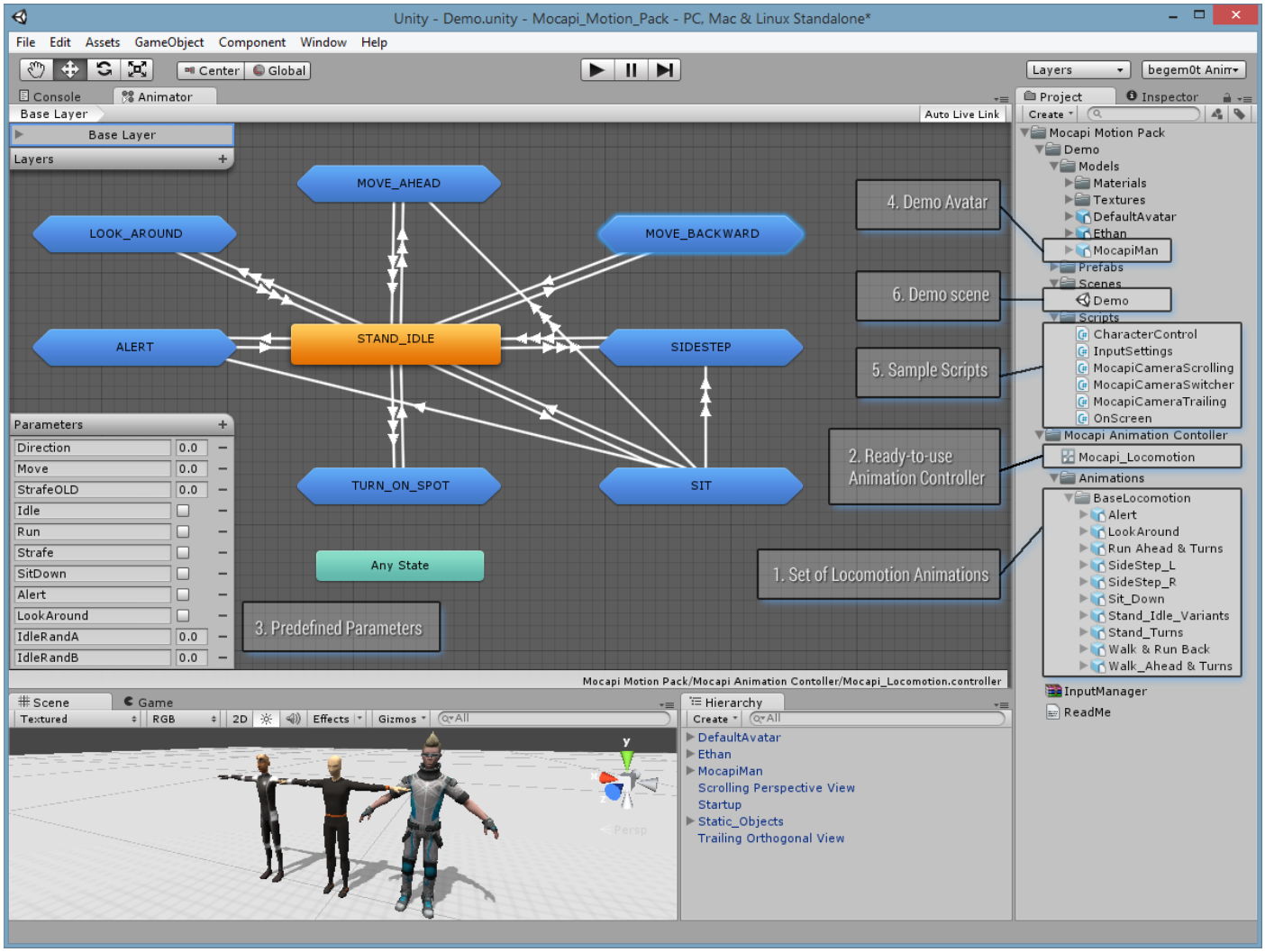
Mocapi Motion Pack Tutorial

Package Contents:



1. Set of base Locomotion animations in FBX format

2. Ready-to-use Animation Controller: Modular Animation Controller compatible with Unity3D Mechanim Animation System. Easy to integrate in your current project and to add or remove animations.

3. Predefined Parameters to control the Animation Controller.

4. Demo avatar (free to use in your game)

5. Sample Scripts to control your avatar and camera

6. Demo scene

List of Motion modules:

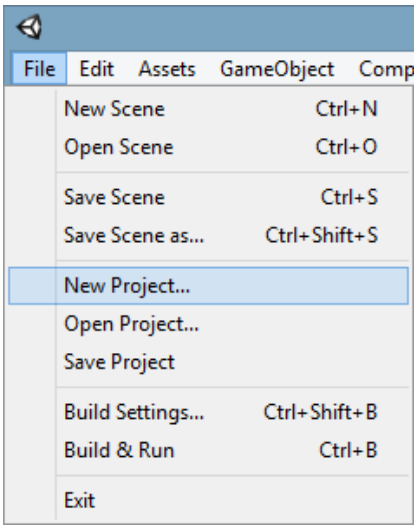
Stand Idle Variants
Turn Left / Right
Look Around
Walk Ahead / Turn Left / Turn Right
Walk Back / Turn Left / Turn Right
Run Ahead / Turn Left / Turn Right
Run Back / Turn Left / Turn Right
Sidestep Left / Right
Alert
Sit Down

Usage:

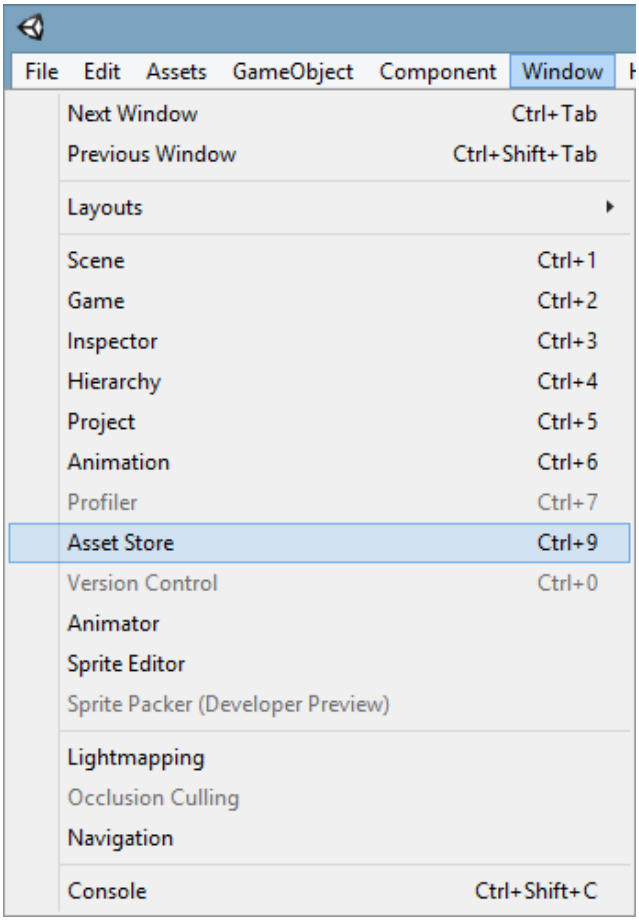
Integration into existing projects is easy and straightforward. You can use it both with Mecanim and legacy projects. Provided is a structured modular Animation Controller, so you can integrate it completely or use only certain modules. Also provided for your convenience is a CharacterControl script, which can be directly used to drive your characters or use it as a template.

1. Play our Demo project and explore it

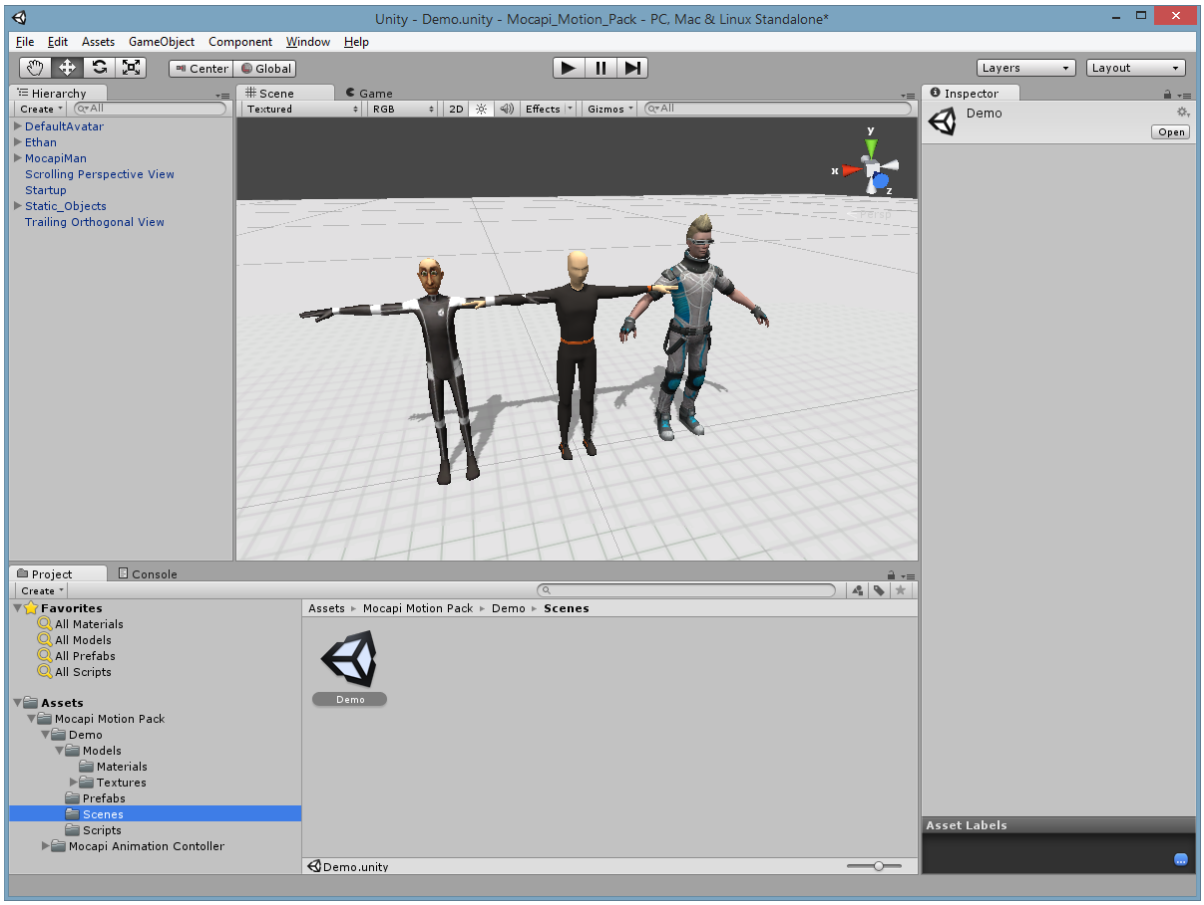
1. Create a new Unity Project



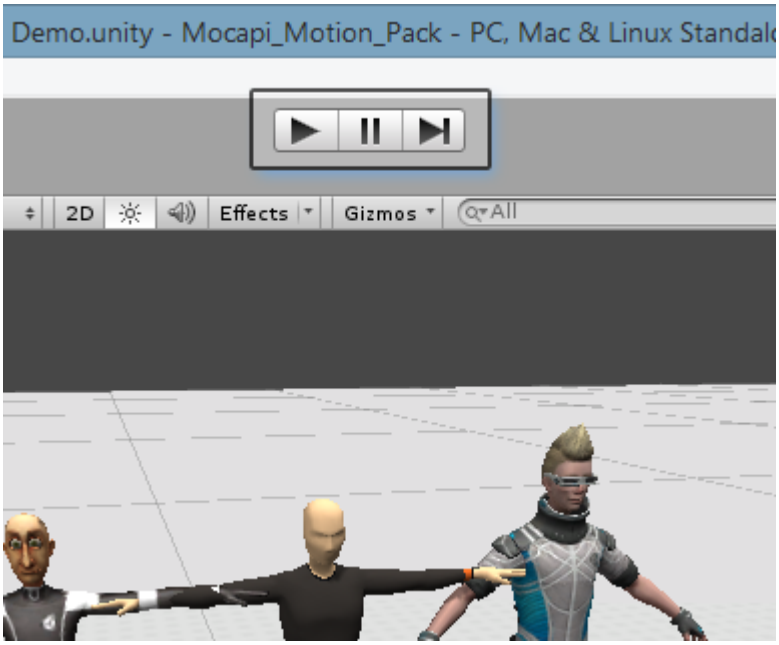
2. Load Mocapi Animation Pack from the Unity Asset Store



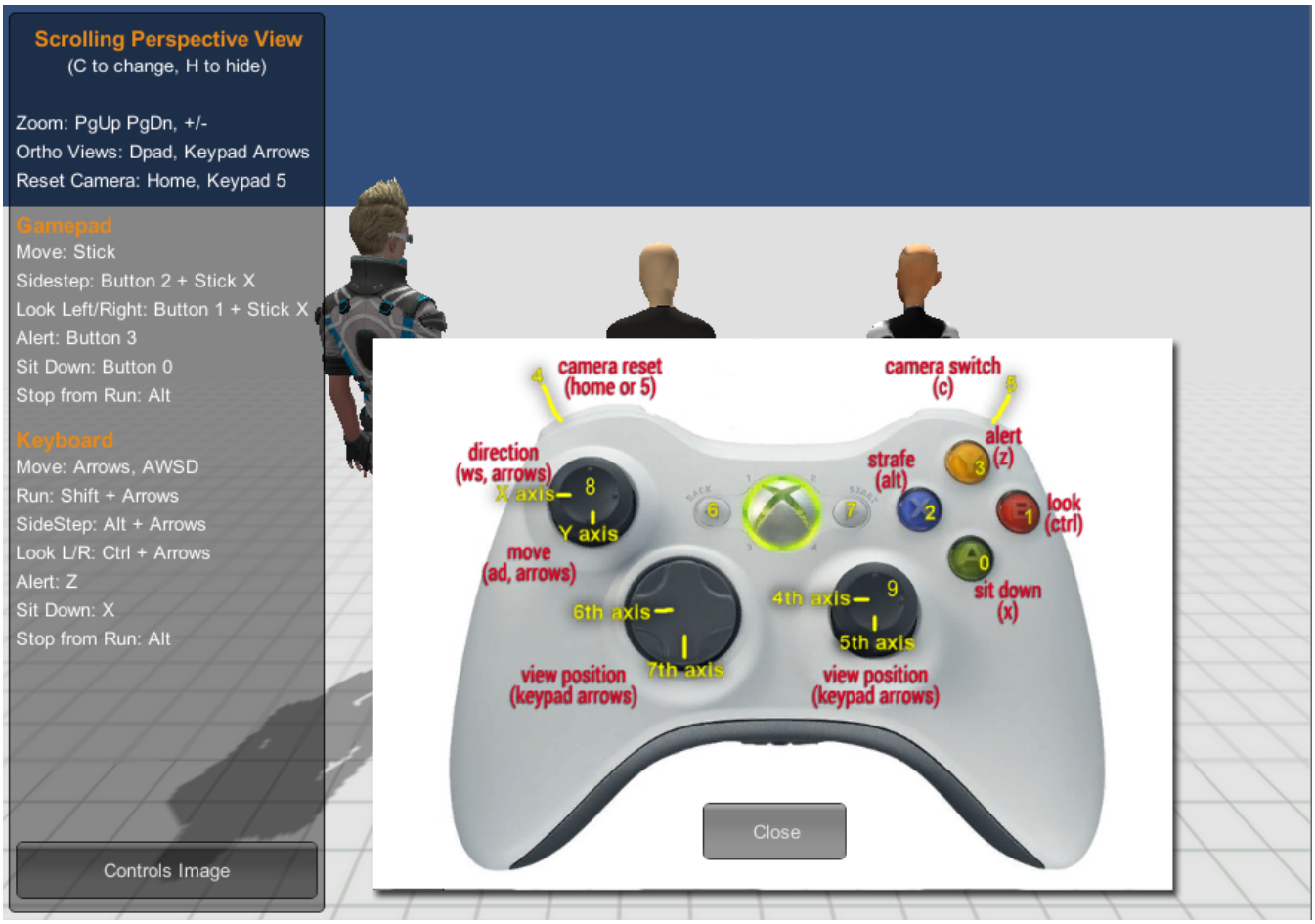
3. Find the Demo Scene and load it



4. Just press play



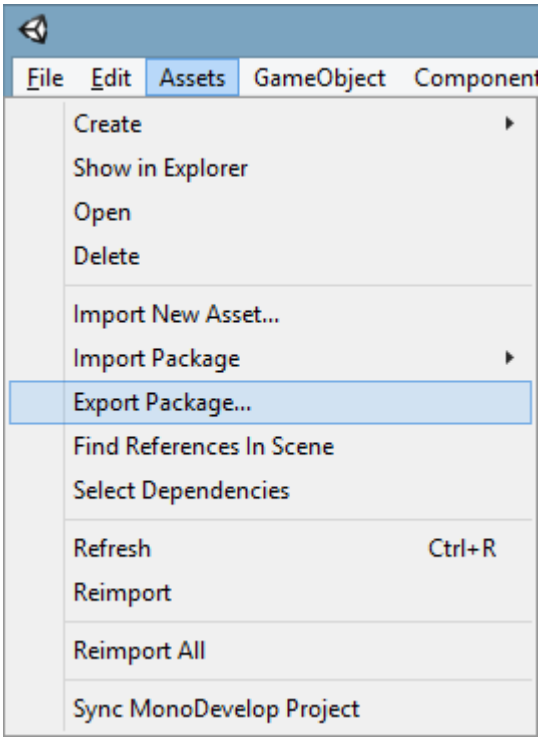
5. To experience the full range of motions it's best to control the avatar with a gamepad, but keyboard will also work. Use the on-screen help to find available controls.

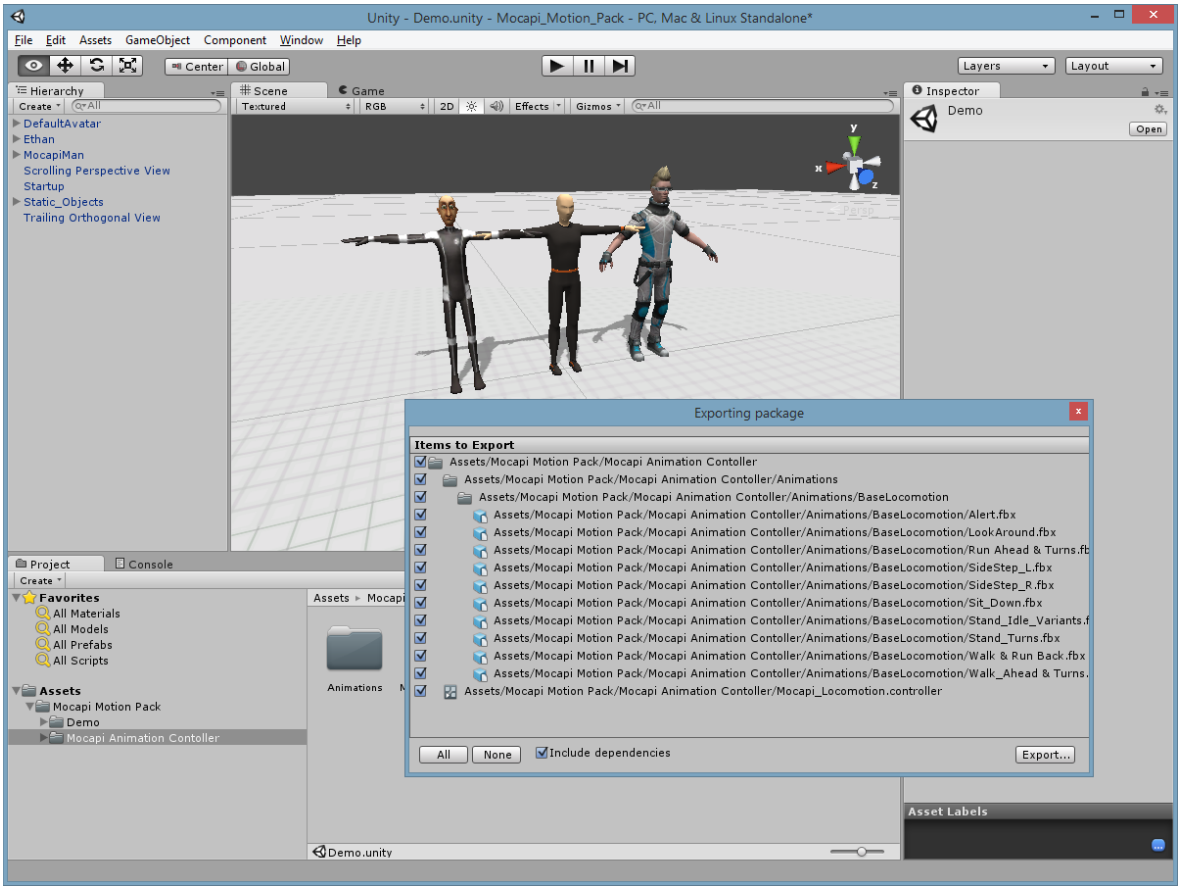


2. Mecanim integration:

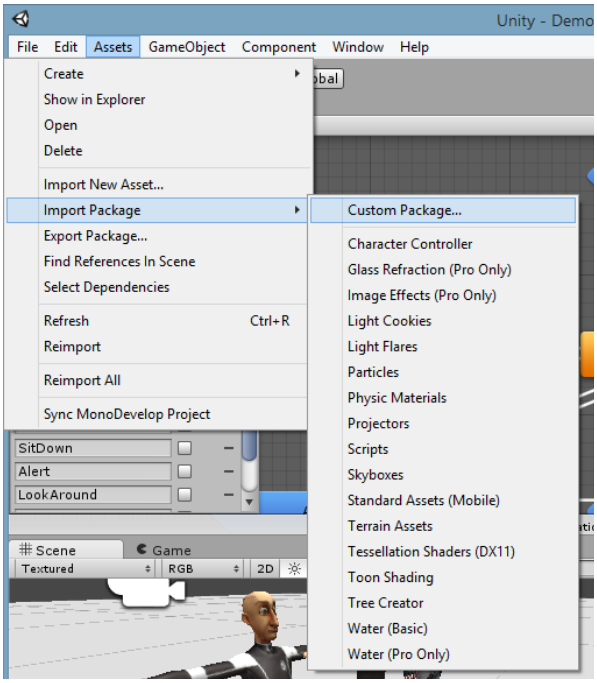
Now that you've played with our demo scene you can integrate the entire Mecanim Animation Controller into your project

2.1. Export the entire contents of Mocapi Animation Controller folder as an Unity Package.

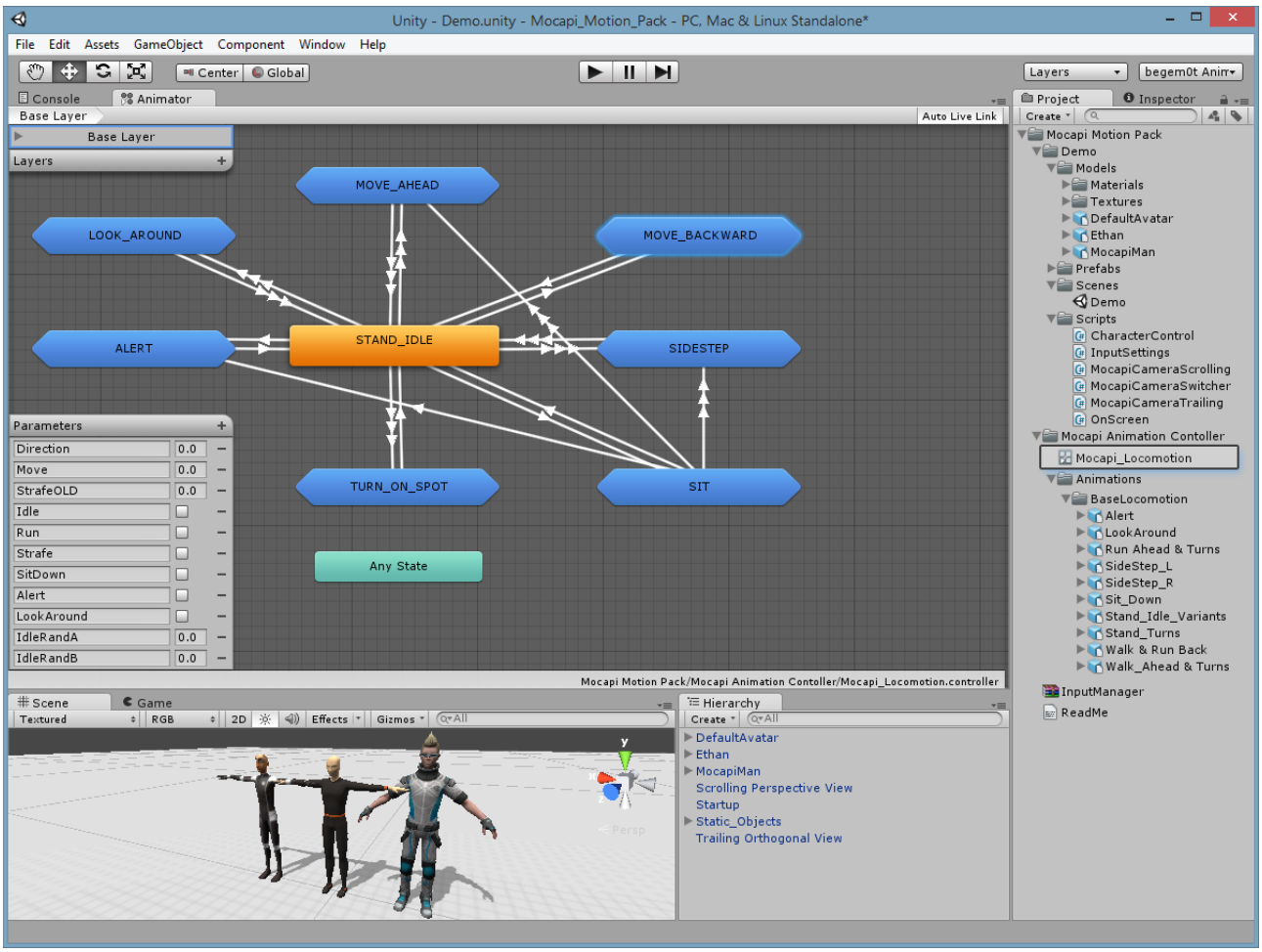




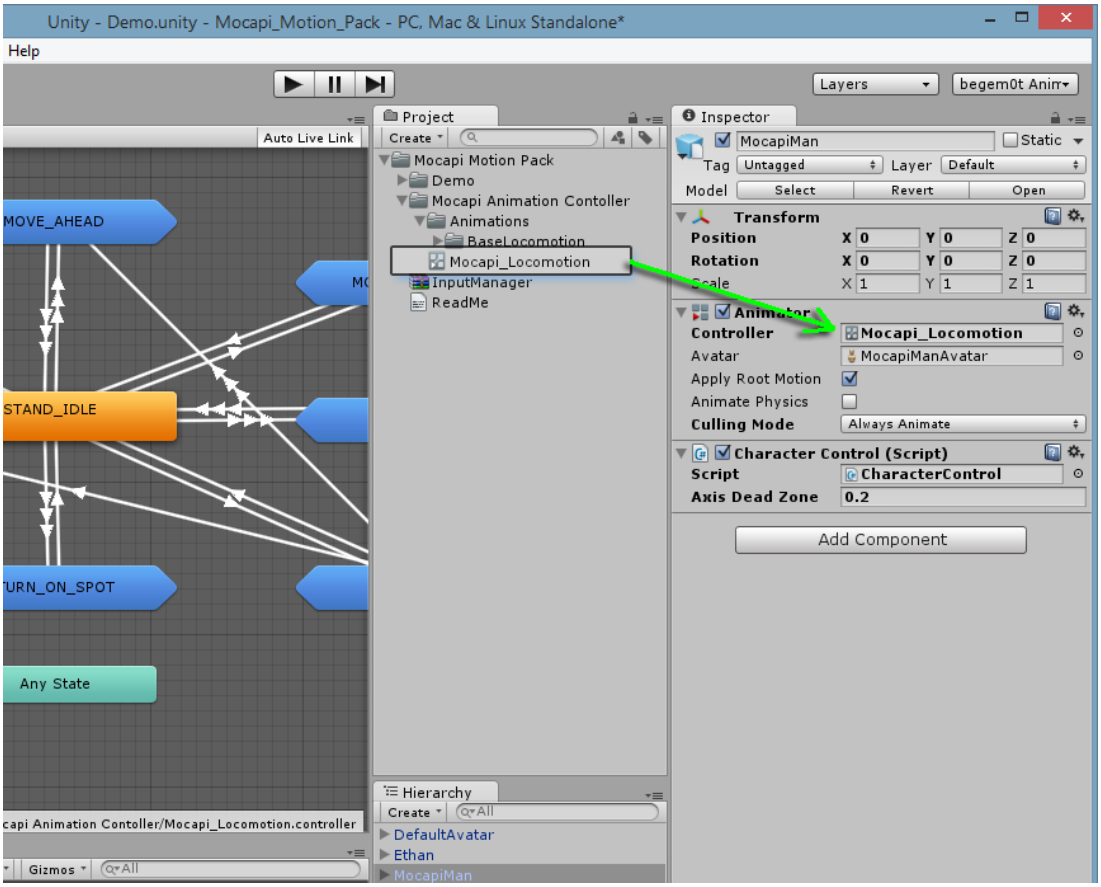
2.2. Import the Mocapi Animation Controller Unity package..



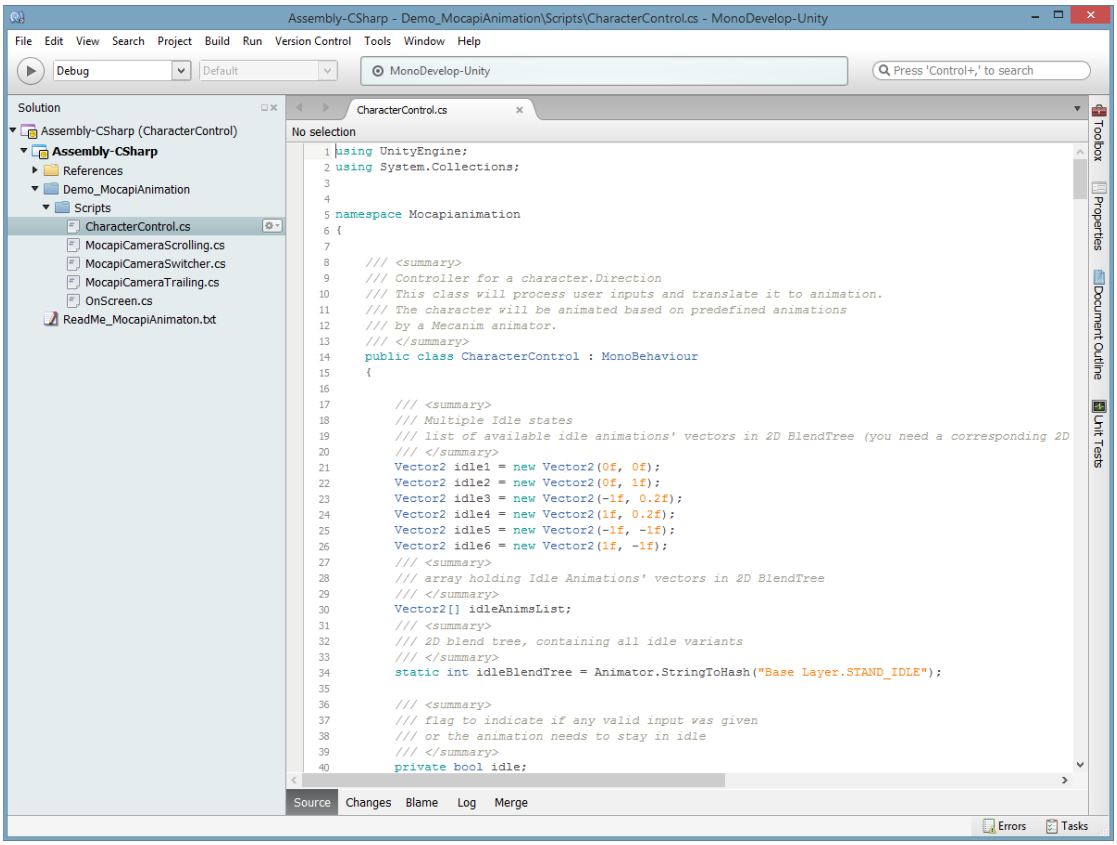
2.3. Find the Animation Controller Mocapi_Locomotion. It contains the entire set of motions, including the transitions between them and the logic to drive them.



2.4. Assign Mocapi_Locomotion Controller to your avatar's Animation Controller slot.



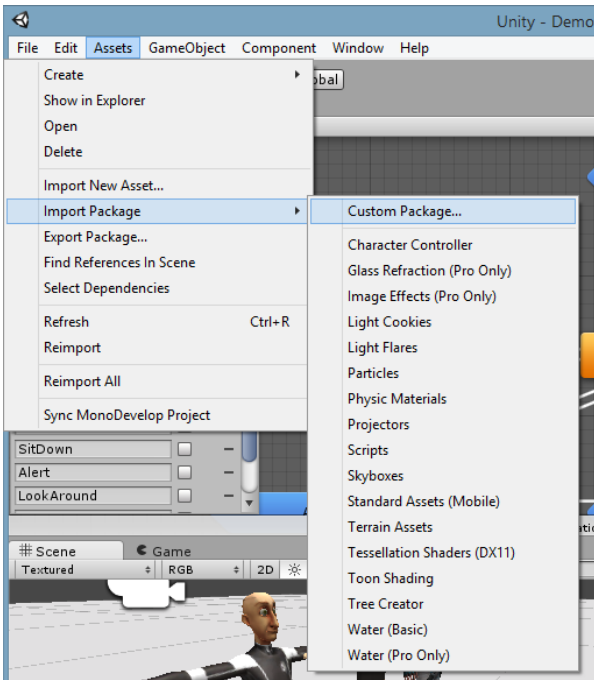
2.5. In your code drive the Parameters that control the Mecanim Animation Controller. You can use the included **CharacterControl.cs** script as a template.

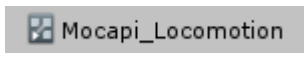


3. Modular Mecanim integration:

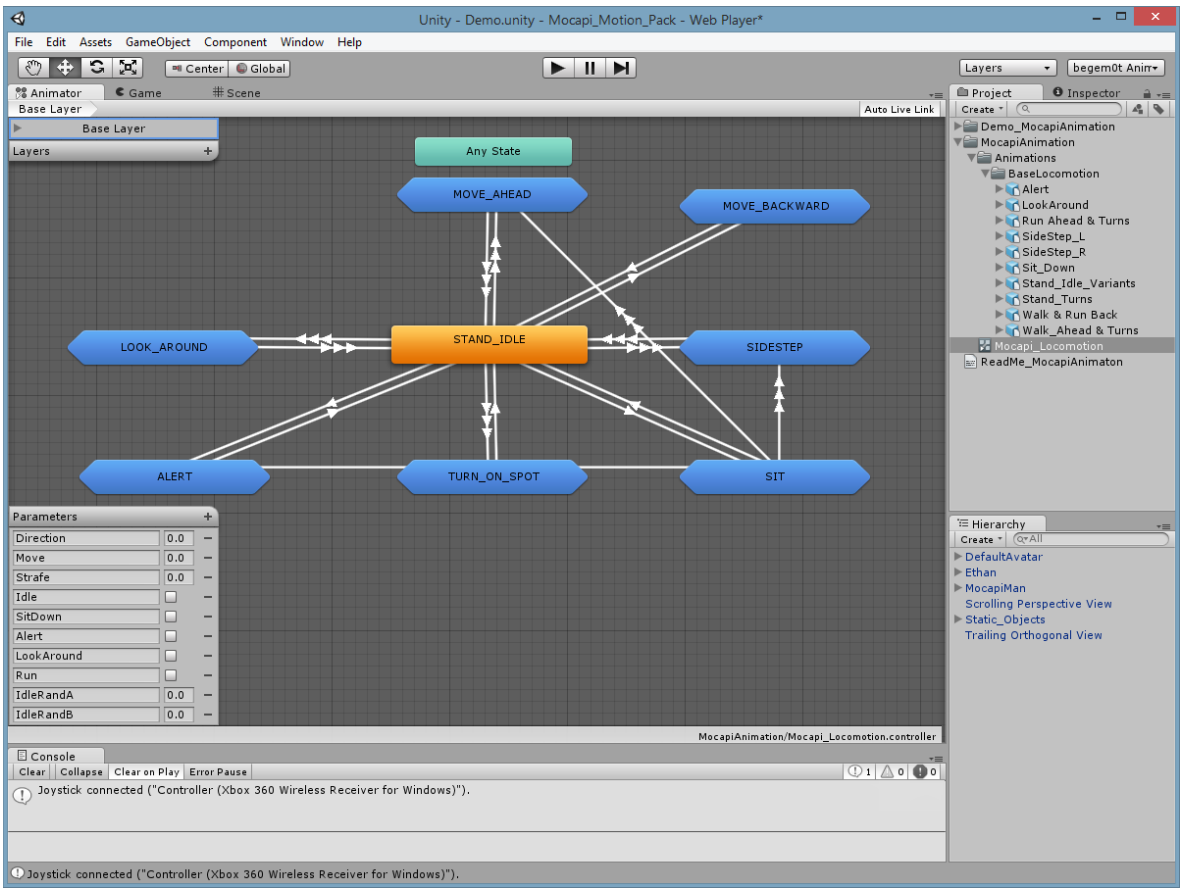
Merge only certain animation modules

3.1. Import the Mocapi Animation Controller Unity package that you've created in step 2.1.

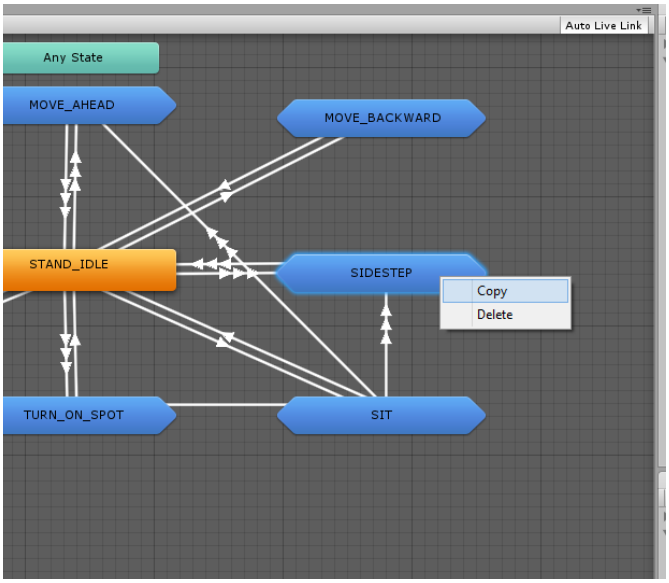


3.2. Find the included Mocapi Animation Controller 

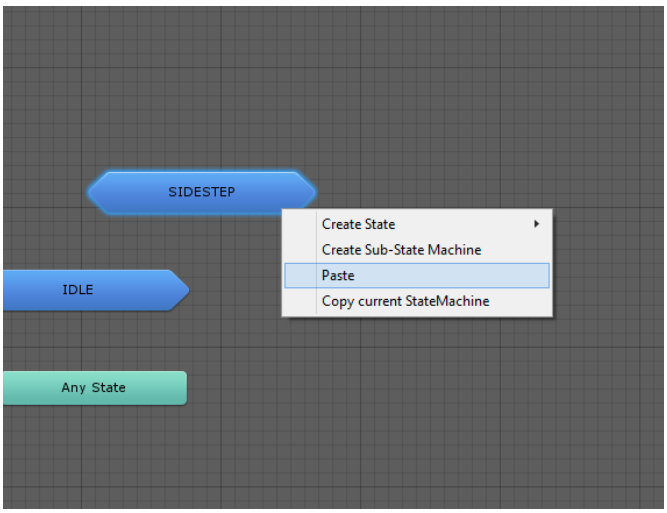
. It contains the entire set of motions, including the transitions between them and the logic to drive them.



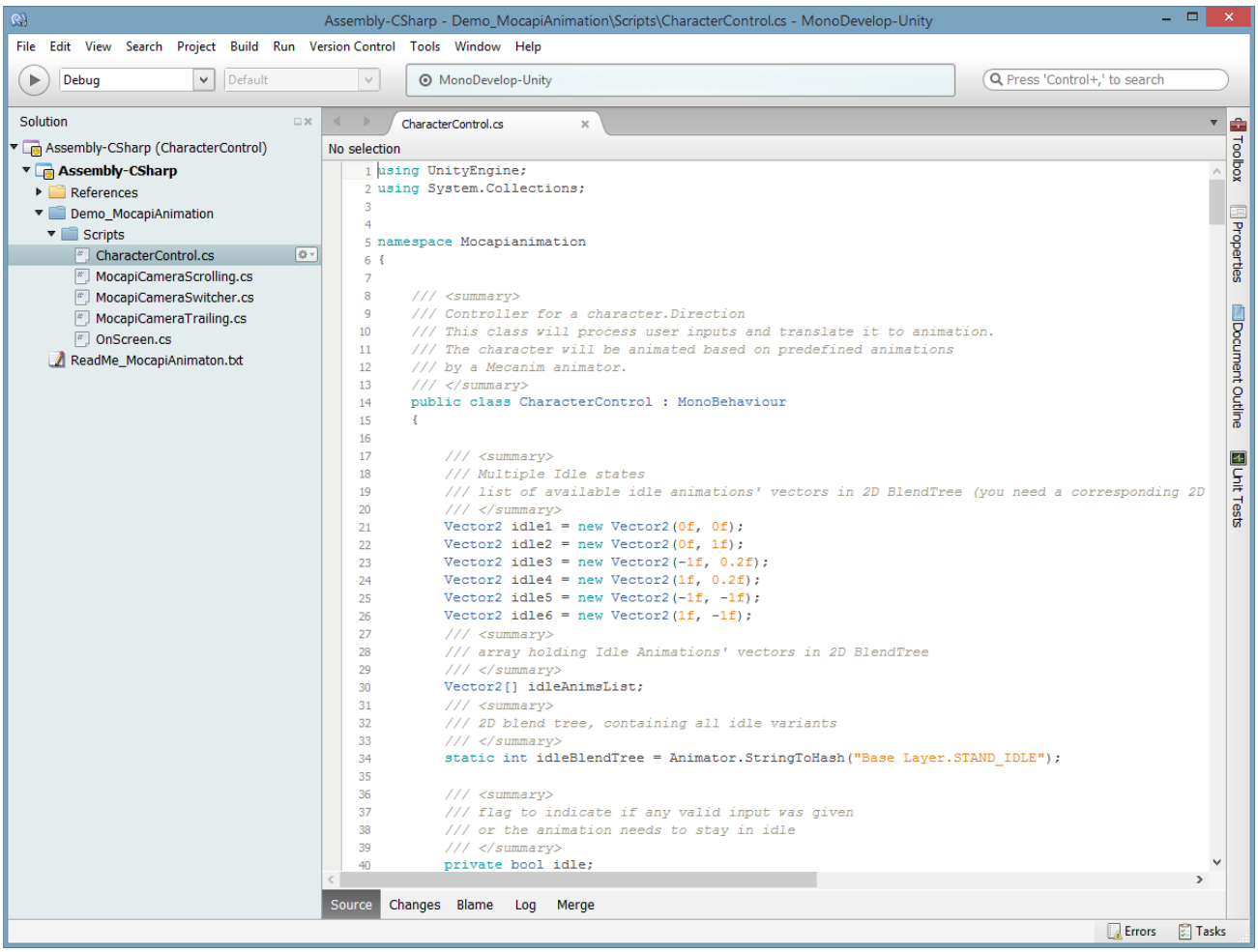
3.3. Copy only the modules (Sub-State machines) that you want to integrate.



3.4. Paste and create transitions in you own Animation Controller



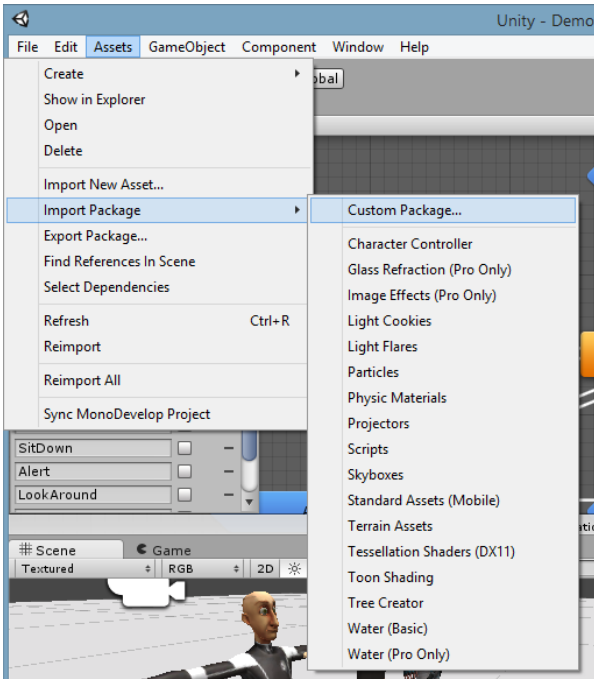
3.5. In your code drive the Parameters that control the Mecanim Animation Controller. You can use the included **CharacterControl.cs** script as a template.



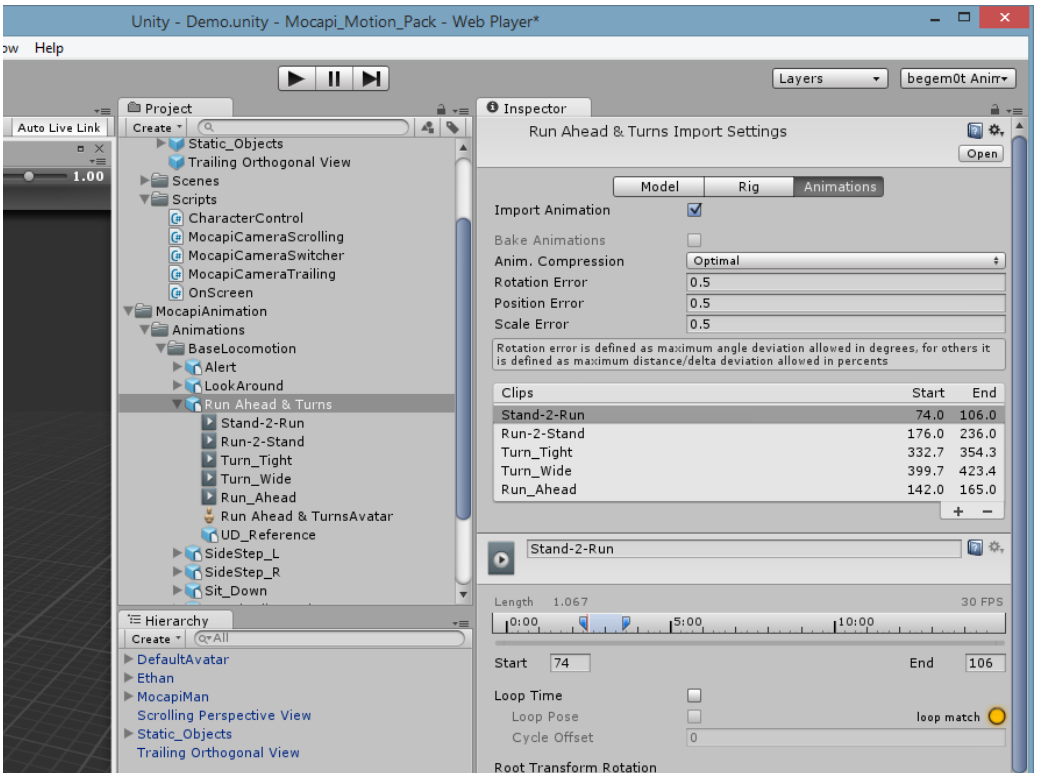
4. Non-Mecanim integration

You can easily integrate the provided motions into your code even without using Mecanim.

4.1. Import the Mocapi Animation Controller Unity package that you've created in step 2.1.



4.2. Select the Animation Clips that you want to use:



4.3. Integrate them into your code.

Happy Mechaniming!