# Omni Animation Core Locomotion Pack

Thank you for your purchase of the Omni Animation Core Locomotion Pack.

You can find a demo of the included animations within the Opsive/OmniAnimation/Packs/CoreLocomotion folder. This demo scene uses the [Universal Render Pipeline](#). All of the animations are located within Opsive/OmniAnimation/Packs/CoreLocomotion/Animations.

When you import there will be warnings related to the scaling of the animations relative to the rig. These warnings are harmless and do not affect the quality of the animation playback. They will only occur once when you import the animation clip.

There are two different variants of the animations:
- Original: Does not contain a t-pose and use the original rig that the animations were recorded with.
- T-Pose: Includes a t-pose. Used if you want to use Unity's built-in rig or are using your own rig.

**If you are in doubt use the animations from the Original folder**.

All animations are original recordings used as training data for Omni Animation, our AI driven animation solution. For support please click [here](#).