# Workshop 9 Lab 1

In this activity, we are going to import a 3D character into Unity3D and animate the character.

**Part 1: Importing an Animated Character**

Go to <https://www.mixamo.com/>

Sign up and account.

Look for a character

Click on Characters, search for Michelle and select this character.

Graphical user interface, application

Description automatically generated

Look for animation

Click on Animations, look for “Hip Hop Dancing” and select this animation

A picture containing text

Description automatically generatedGraphical user interface

Description automatically generated

Download and save the animated character.

Create a new Unity3D project, name it as “Animated Character”.

Create a new Character folder.

Drag the “Hip Hop Dancing.fbx” into Unity3D.

Graphical user interface, application

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Drag the character into the scene.

Chart

Description automatically generated

Select the character game object, on the Inspector, click on Select.

Select Rig, Change Animation Type to Humanoid. Click on Apply.

Graphical user interface, text, application, email

Description automatically generated

Select Materials, Click on Extract Textures… and Extract Materials…

Save it in the same folder.

A toy figure on a tile floor

Description automatically generated with low confidence

Open up the hierarchy of the game object.

Timeline

Description automatically generated with medium confidence

Select one of the body parts (e.g. Left Leg)

Play around with the rotation and transform the character.

Diagram, schematic

Description automatically generated

**Part 2: Animate the character**

Select the character, in the Inspector, click on Select.

Click on Animation.

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Click on the Play to view the animation.

Create a sub animation.

Reduce the time to half and rename it to Hip Hop.

Graphical user interface, text, application, email

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Check Loop Time.

Scroll down to the end of the Inspector Panel and click on Apply.

Create an Animator Controller in Character folder.

Right Click Create, Animator Controller. Rename it to Dance Animator Controller.

Attached the Animator Controller to character object.

Graphical user interface, text, application

Description automatically generated

Open up the Animator Controller window, drag Hip Hop animation Shape

Description automatically generated with medium confidenceinto the window.

A picture containing chart

Description automatically generated

Play the scene.

**Part 3: Importing other animation**

Go to Unity Assets Store

Search for Dance Animations FREE

A group of people in clothing

Description automatically generated with medium confidence

Click on Add to My Assets

Graphical user interface, application

Description automatically generated

In Package Manager, search for Dance Animation FREE. Click on Import.Graphical user interface, text, application, email

Description automatically generated

You should have a folder Kevin Iglesias with a sub folder Dance Animations and another sub folder Animations.

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Open up each animation pack you can find many animations.

Graphical user interface, application

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Test out the animations.

A picture containing graphical user interface

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Open up the Animator Controller window.

Drag a few dance animations to the state machine.

A picture containing text, indoor

Description automatically generated

Create transition from one animation to another one.

Ensure all transitions “Has Exit Time” are checked, so that the transition can go from one to another after each animation is done.

Play the scene.