

# Custom Animations

When you create your avatar you can select in the drop down whether you want him or her to play the default male or female animation set for locomotion. But you can also do so much more.

Included in the VRChatSDK is a sample animation controller object that has a layout compatible with our internal system. It has two default variables that control the locomotion animation, MovementX and MovementZ. They control sideways and front/back motion respectively. This controller is already configured with animations supplied by unity in their sample scenes.

You can replace these animations with any animations you like and drag your fully configured animation controller onto your avatar's Animator component. If you supply your own animation controller then VRChat will not use the default male or female animation set and will just trust that you've supplied all the animation you want.

Hmm... Maybe this didn't need to be a whole document of it's own :)