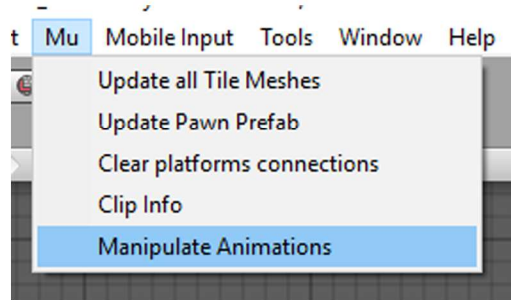


# Manipulate Animations

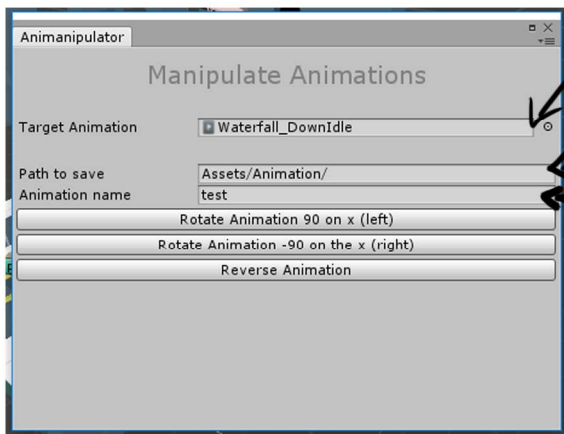
Custom Unity editors to manipulate simple animations, so we can create derived animations from an original, by reversing it and/or rotating it.

Note: The rotation can be improved to produce better results, specially in more complex animations because this tool only applies rotation to the root joint.

Go to Mu>Animation Manipulation



You will see this window:



drag original animation you want to manipulate, from the project panel into this field

type the path where you want to save the resulting animation, make sure the folders exist

type the name of the animation you're about to save

Make sure that the original animation has interpolation set to Euler Angles

