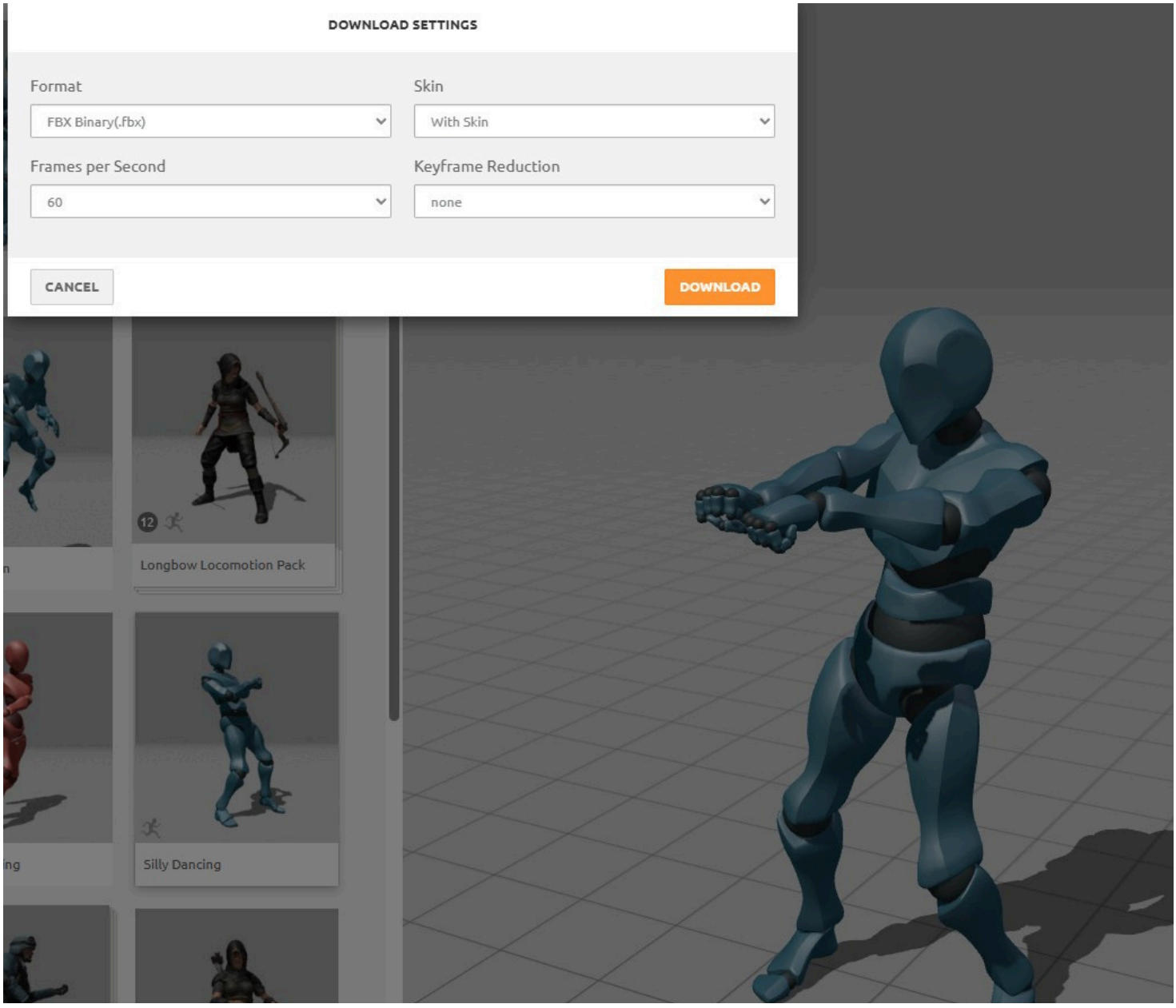
# Mixamo Animation

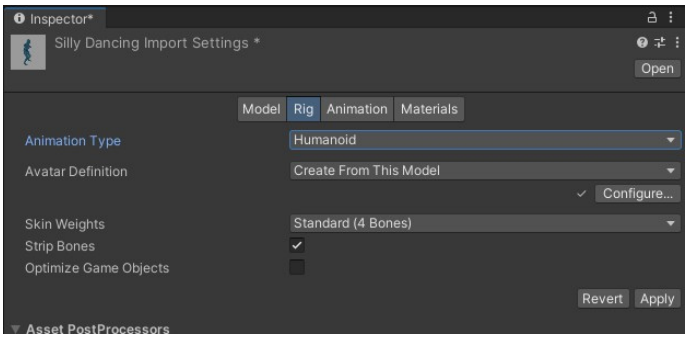
**Mixamo** is a free library with thousands of full-body character animations.

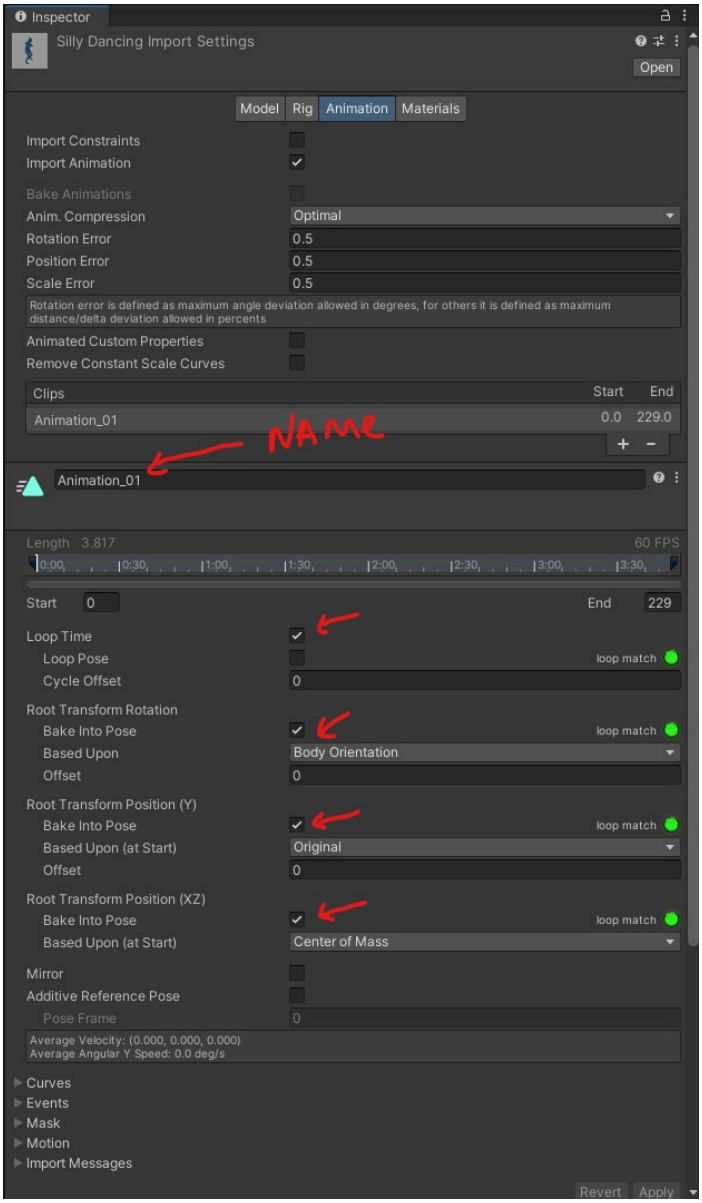
### How to apply a Mixamo animation to a Unity character

- Download the animation from Mixamo using the settings shown in the screenshot.

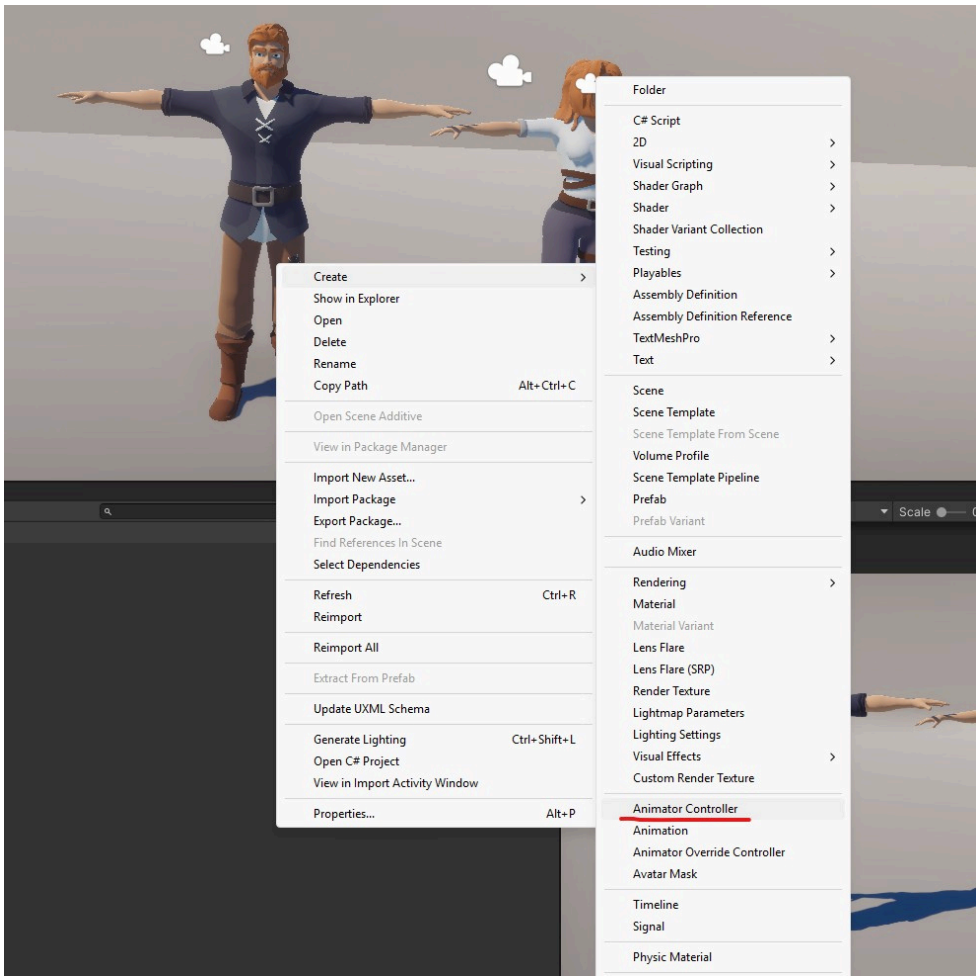


- **Import the animation into Unity**
  - Drag the downloaded file into your Unity project.
  - In the Inspector, select the animation file, set the Animation Type to **Humanoid**, rename the animation (e.g., Animation_01), and apply the settings as shown in the screenshot.
  - Click Apply.

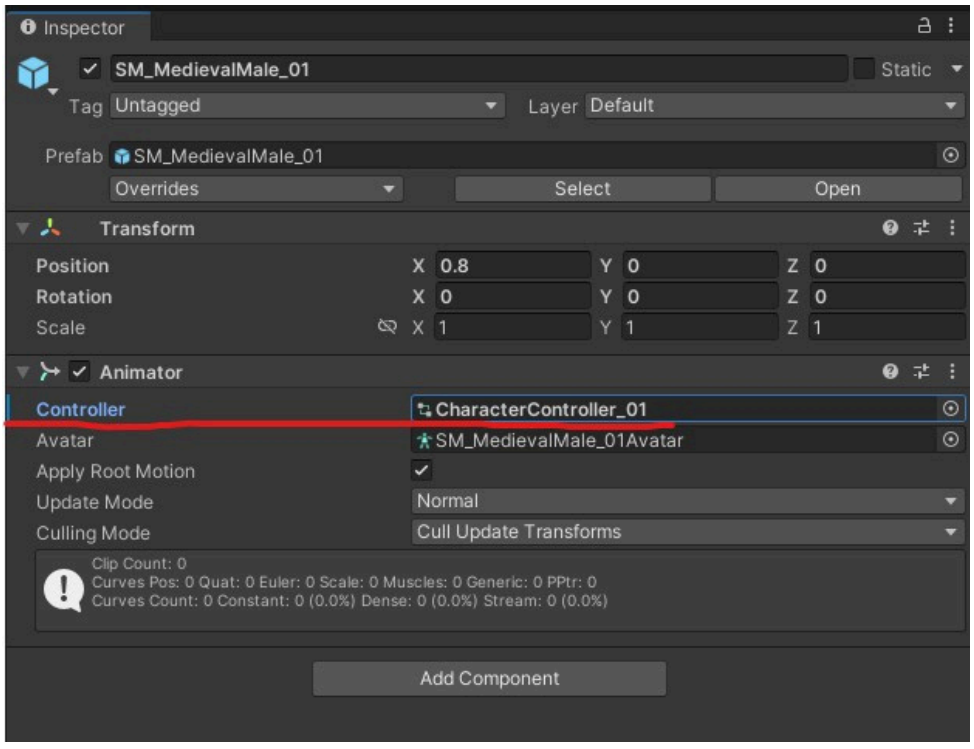


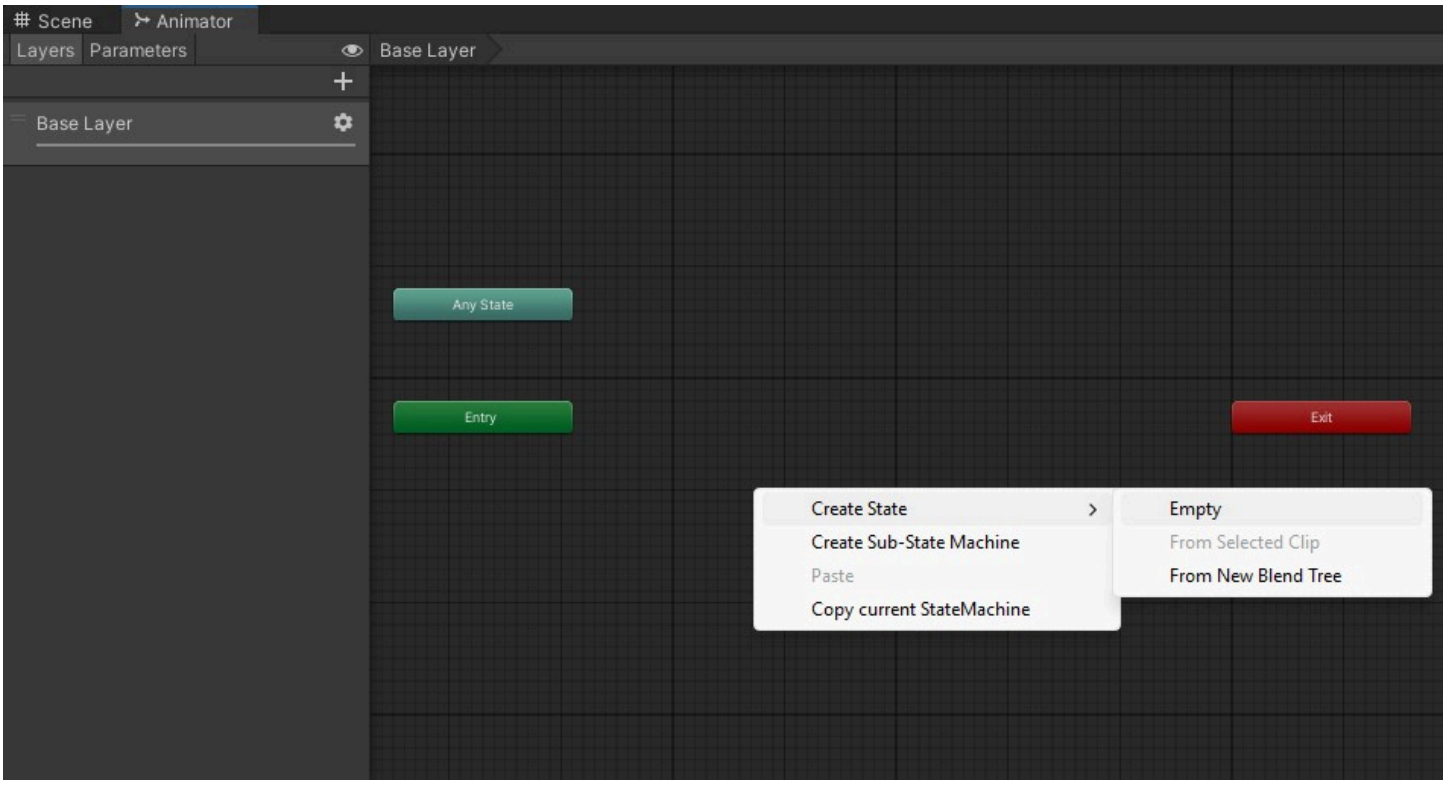
- **Create an Animator Controller**
  - Go to the **Project** window, right-click > **Create** > **Animator Controller**.
  - Name it (e.g., CharacterController_01).

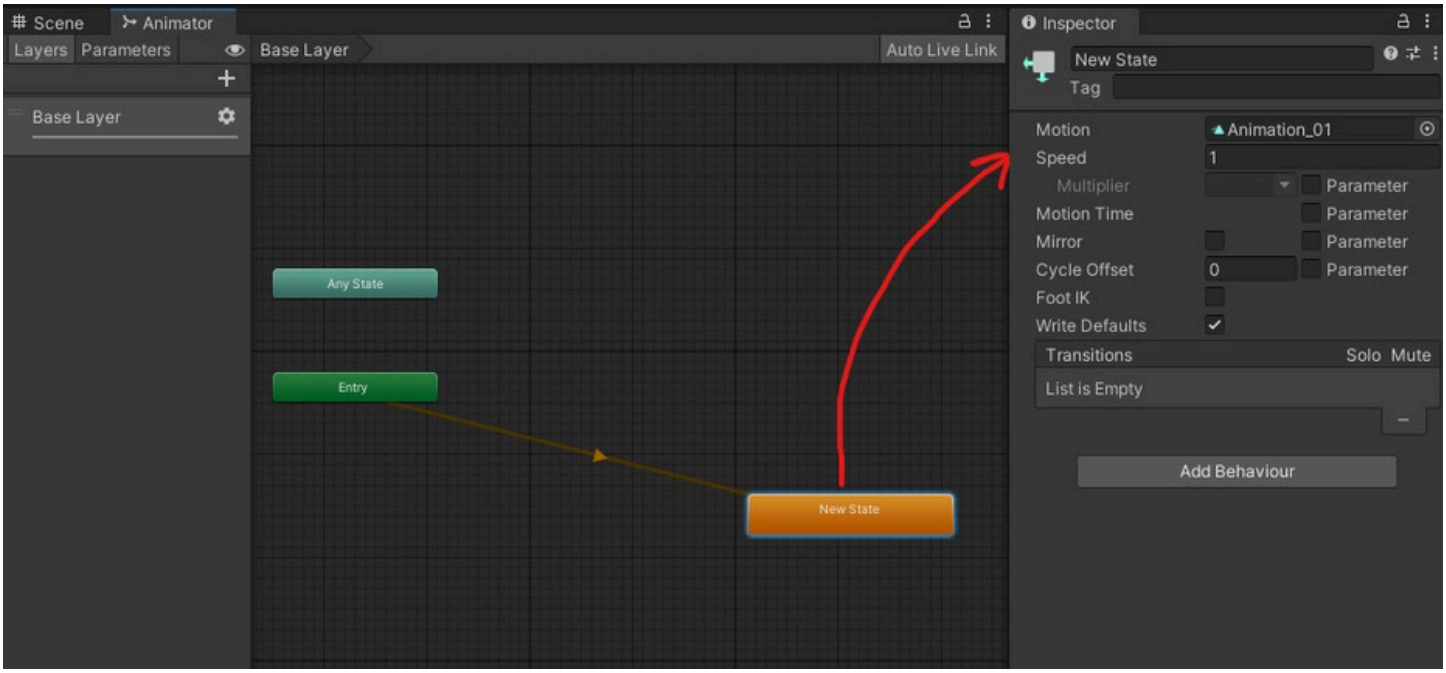



  - Assign this controller to your character in the **Animator** component.



- **Add the animation to the Animator Controller**
  - Double-click the Animator Controller to open the **Animator window**.
  - Right-click in the grid > **Create State > Empty**, then select your Mixamo animation.

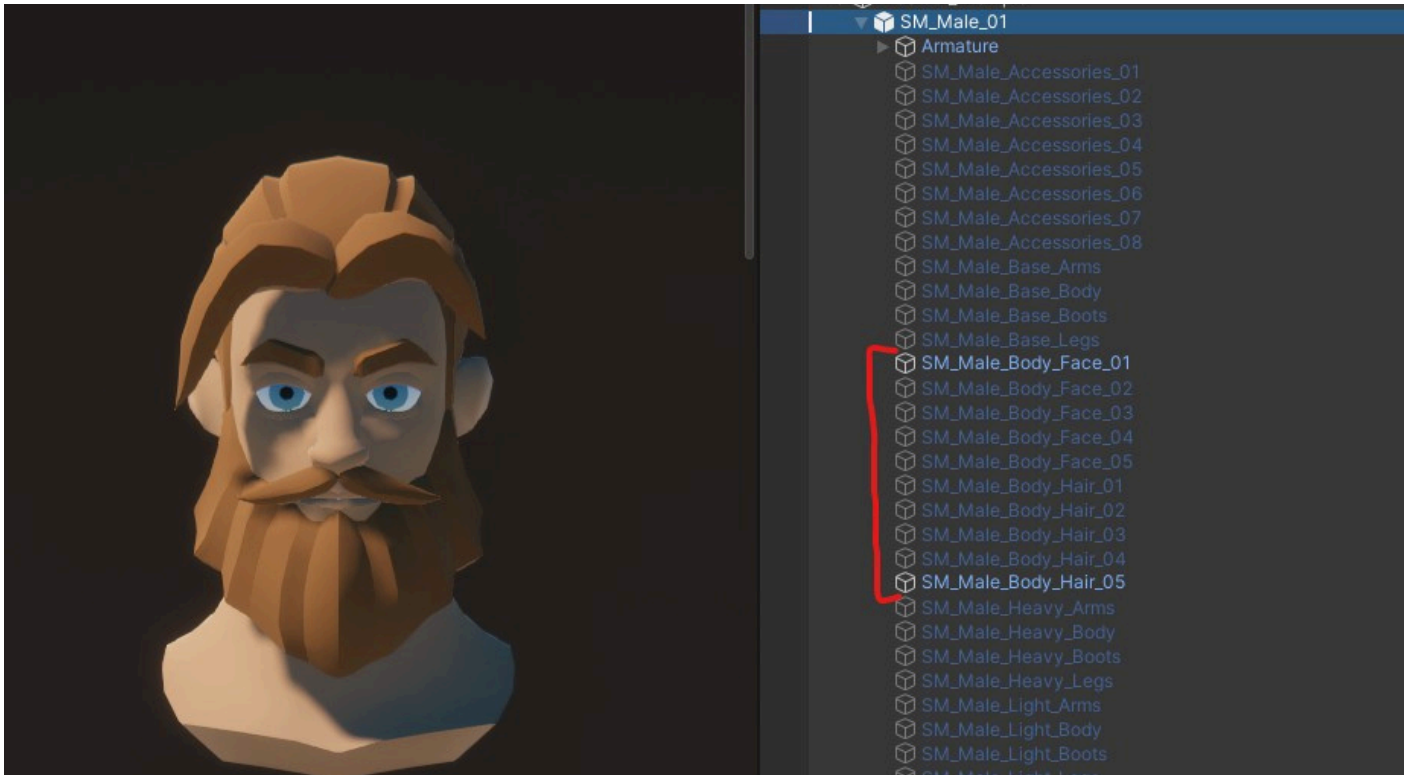


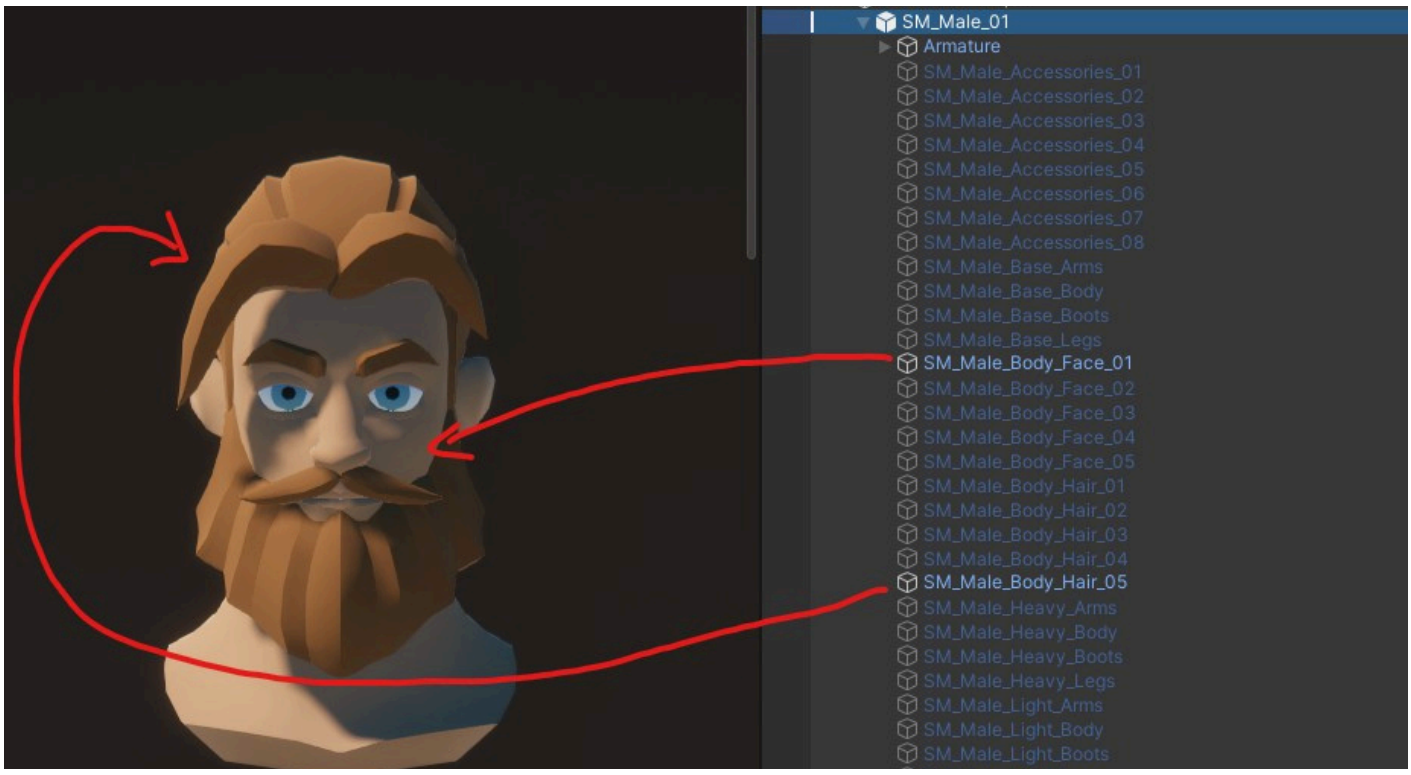



# Hair variations

The character includes multiple face and hair style options. To customize the appearance, follow these steps:

1. Drag the character prefab from the **Prefabs** folder into the scene.
2. By default, all hair and face options are active (see screenshot). Choose the variation you prefer and **deactivate** the others in the **Hierarchy**.

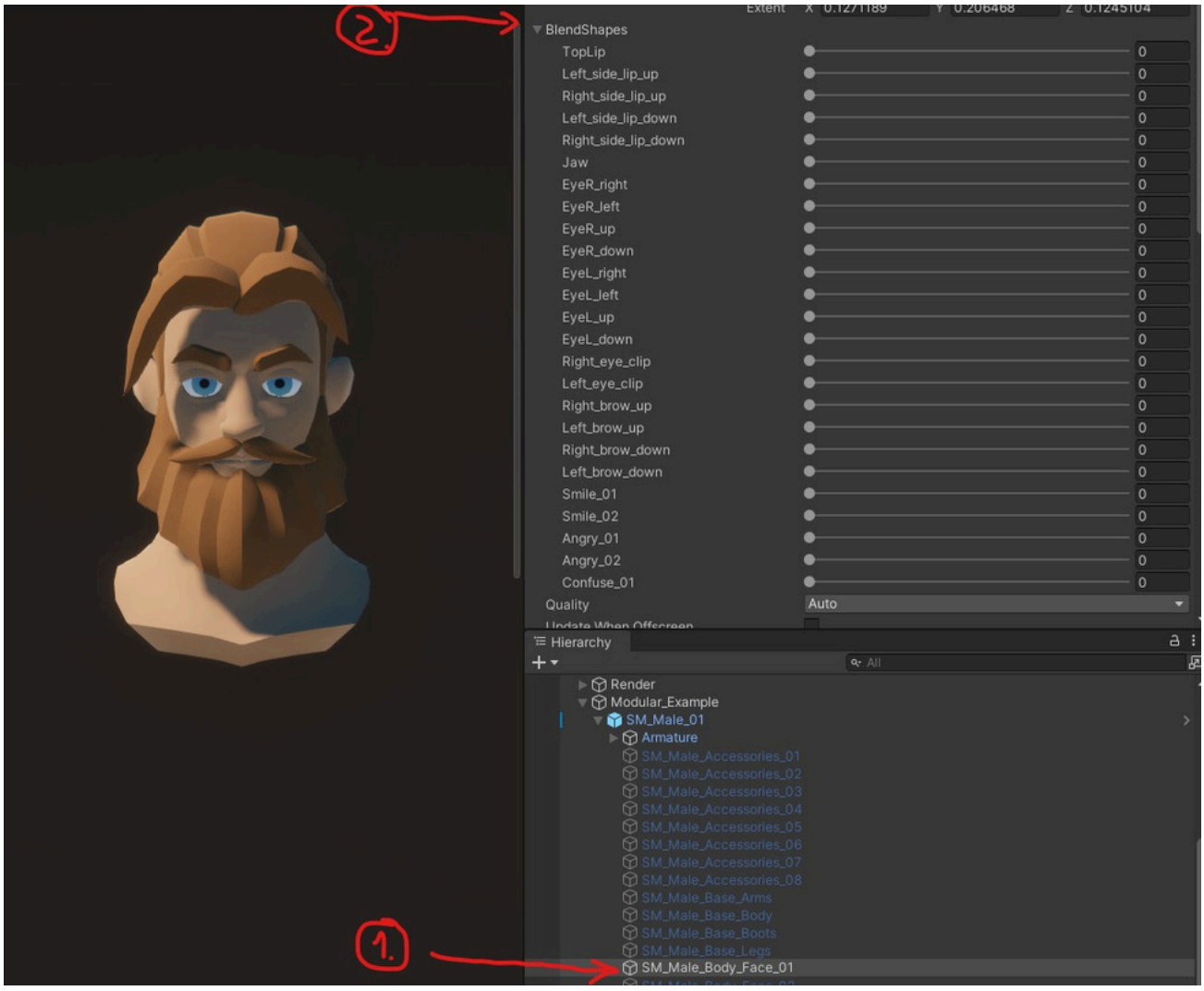


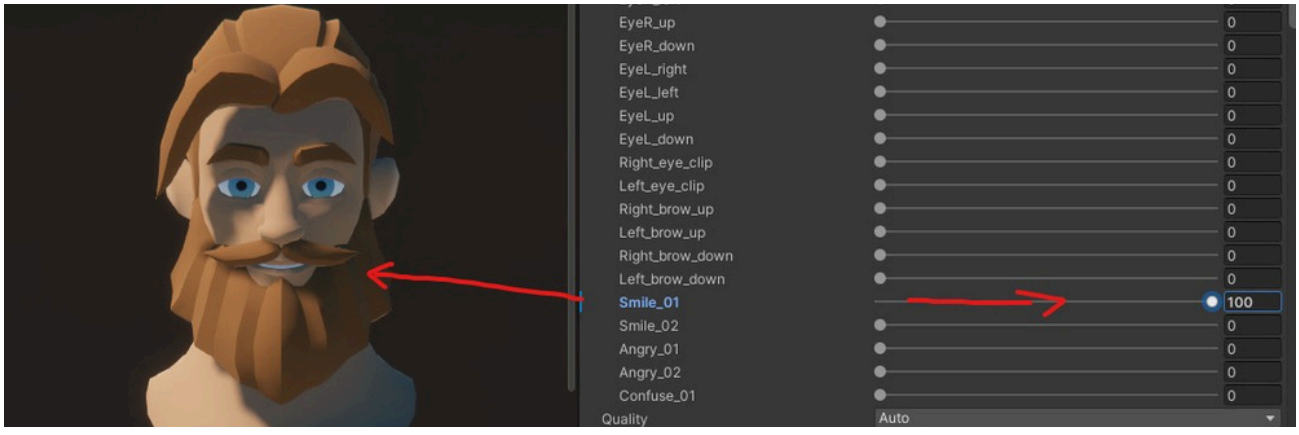



# Blend Shapes (Emotions)

Once you've selected the face you want to use, you can control the character's emotions using blend shapes.

1. Click on the **face mesh** of the character in the **Hierarchy**.
2. In the **Inspector**, open the **Blend Shapes** section.
3. You'll find many sliders to control different facial expressions, as well as **5 ready-made emotions** you can use.

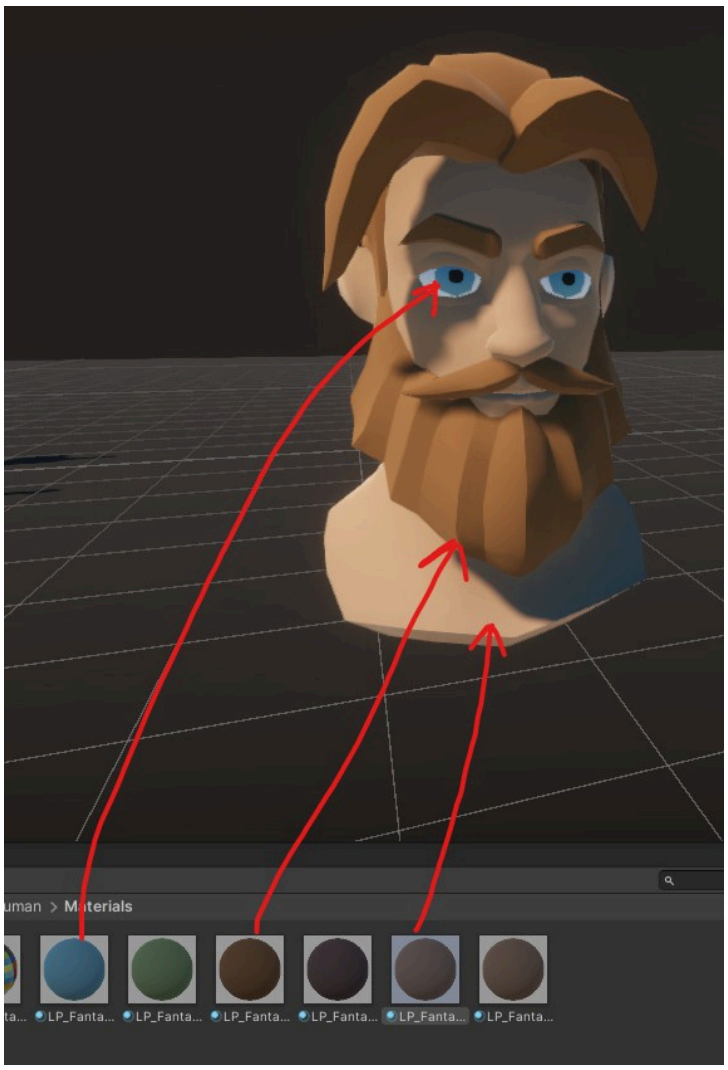


# Color Variations (Skin, Hair, Eyes)

1. Open the **Materials** folder.
2. Each material controls a specific part of the character's appearance. You can identify them by the ending in the material name:

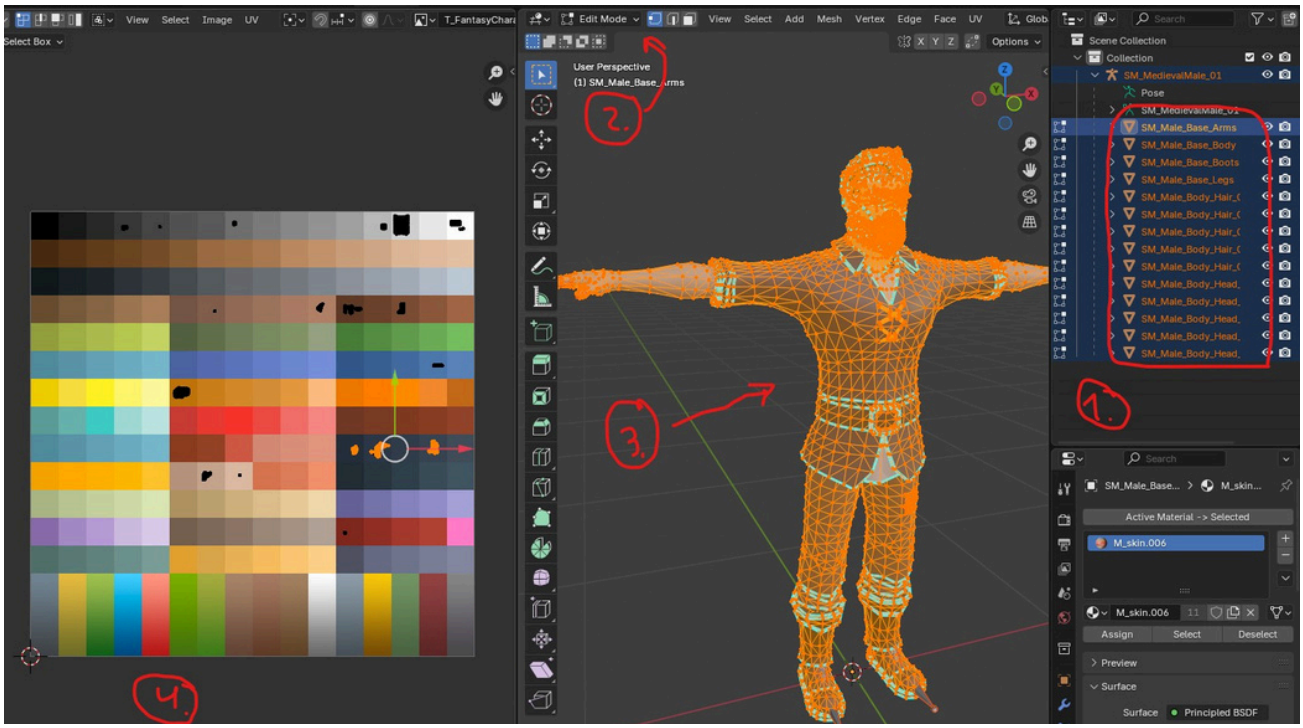
- **_Eye** – eye color
- **_Hair** – hair color
- **_Skin** – skin tone

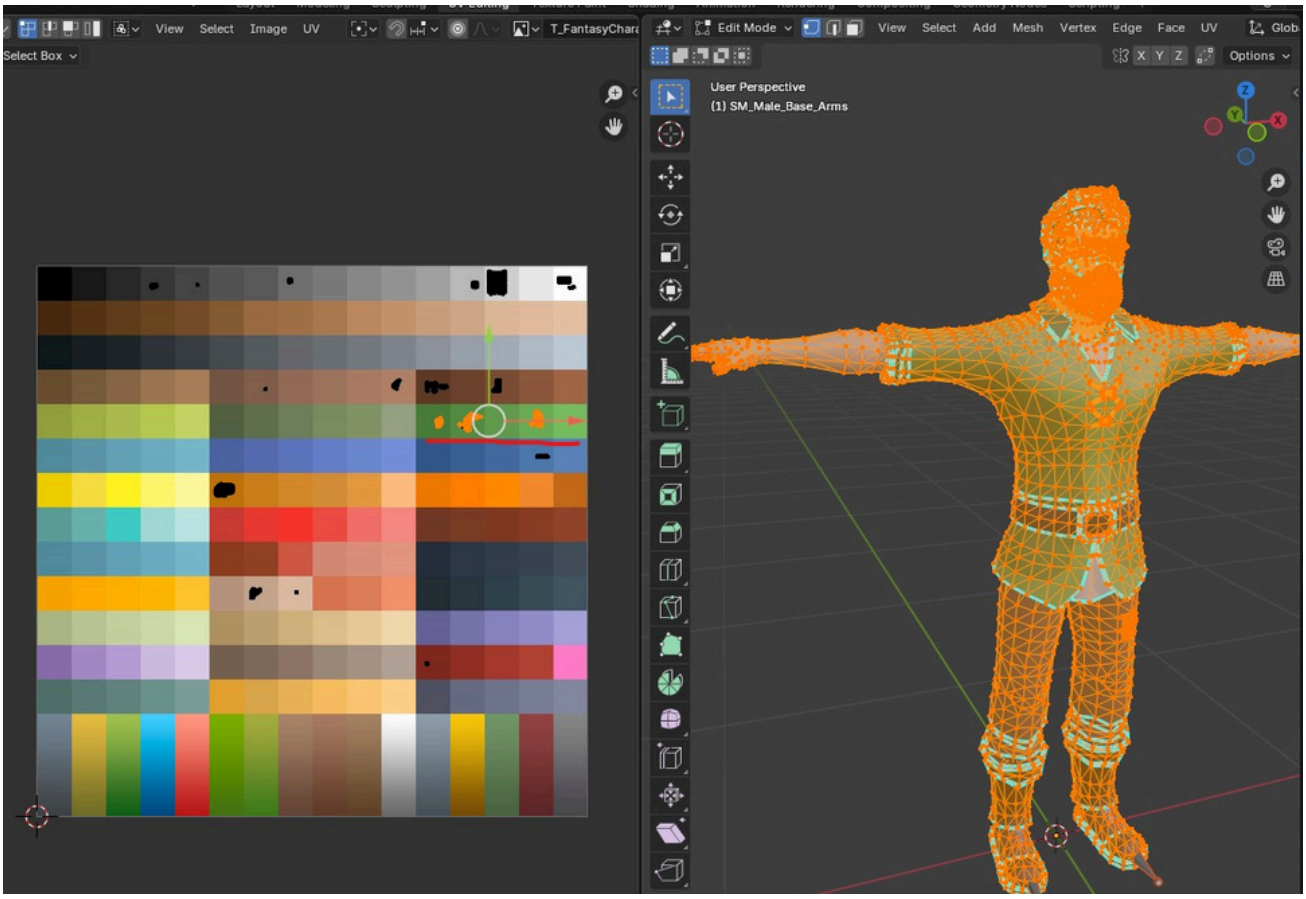


# Color Variations (Clothes)

To change the color of the character's clothes, you'll need to make small adjustments to the mesh in Blender:

1. You can use 3 different premade materials (LP_FantasyCharacters_Male_Color_01-02-03) or open the 3D model in **Blender**.
2. Either **move the UVs** to a different color area on the texture, or **edit the texture** directly to change the clothing color.

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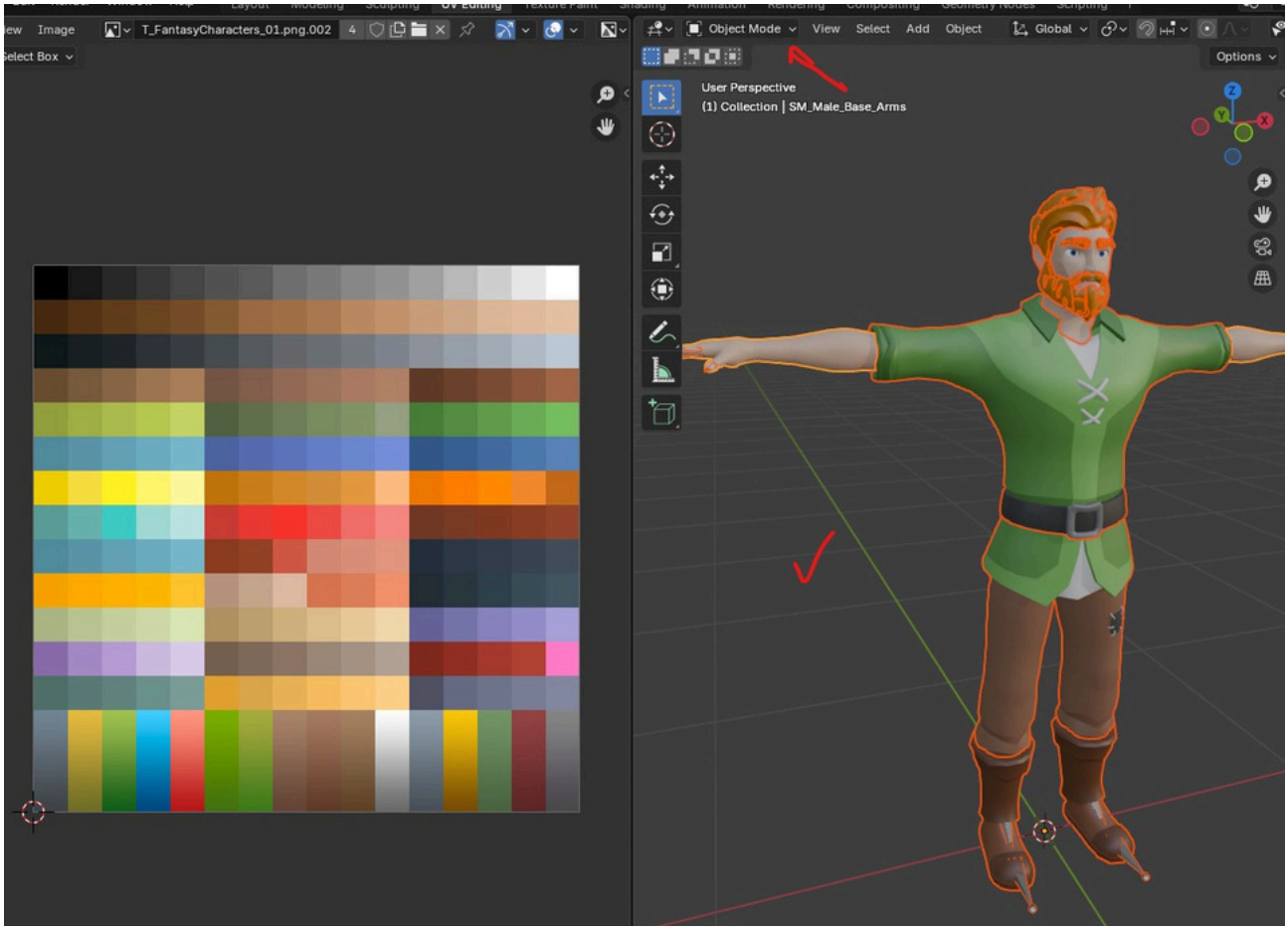
Options
User Perspective
(1) SM_Male_Base_Arms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Select Box
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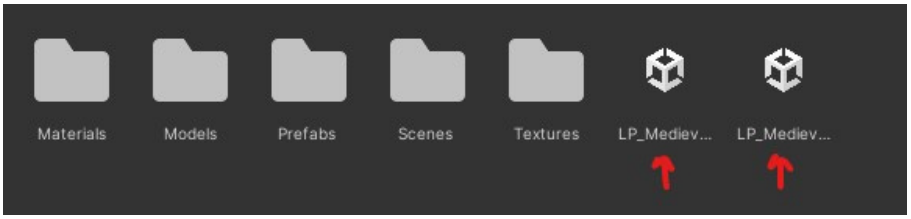
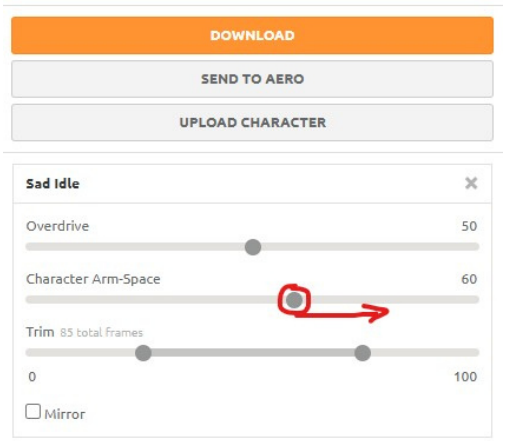
(1) Collection | SM_Male_Base_Arms

# FAQ:

- **Everything is pink, how to fix this?**

  Unity has 3 different render pipelines (Built-In, URP and HDRP). By default asset is opened in URP render pipeline. If everything is pink you need to use included Built-In or HDRP .unitypackage from **main folder** depending on your render pipeline.




- **During the animation I see that there is not enough space for the character's hands. How can I fix this?**

  When downloading an animation from Mixamo, there's a slider called **"Character Arm-Space"**. Increase this value to give your character more space between the arms and the body. .