Mocap Online - Unity Rifle Attachment - 03/13/2019

Rifle > "RightHandMiddle1"

The Animations are designed to use the **Middle Finger** to help pose the Rifle more realistically while **Aiming** and **Relaxed**.

The **Rifle** should be attached/parented to the **"RightHandMiddle1"** finger bone of **MotusMan** for the Rifle to be placed and animated correctly. This allows for better looking arm and wrist angles instead of a hard attachment to the hand.

The exact local placement on the MotusMan_v55 - "RightHandMiddle1" finger bone is:

Position

X = .022

Y = -.036

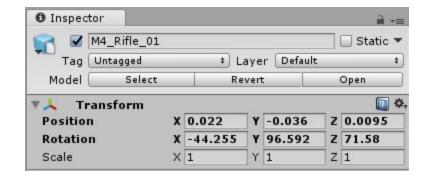
Z = .0095

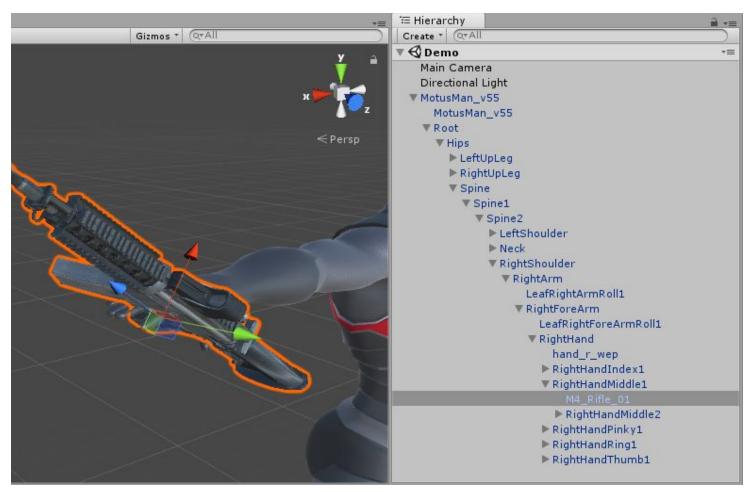
Rotation

X = -44.255

Y = 96.592

Z = 71.58





Use this placement reference and the included images as a guide attaching the Rifle to your Character.

Attaching and Positioning the Rifle on Your Character:

Attach the **Rifle** to your target **Character's First Middle Finger bone**. Your Character will likely have different local numbers than MotusMan's.

Set "W2_Stand_Aim_Point_Center" as the "Layer Default State" in the Demo Animator Controller, click "Play" and adjust move/rotate the Rifle while the Scene is playing.

See Figure 1. and Figure 2. for positioning reference.

Use ISO views to line up the Rifle squarely and correctly in the hands, similarly to how it looks on MotusMan. When you have it looking good, take notes and remember the Rifle **Position** and **Rotation** numbers that are shown in the Inspector.

Stop the Scene playing, and the Rifle will revert to its original placement.

Type the **Position** and **Rotation** numbers you noted during play into the Inspector for the Rifle. Save your Scene to save the adjustments.

Repeat the process to further tweak the placement as desired.

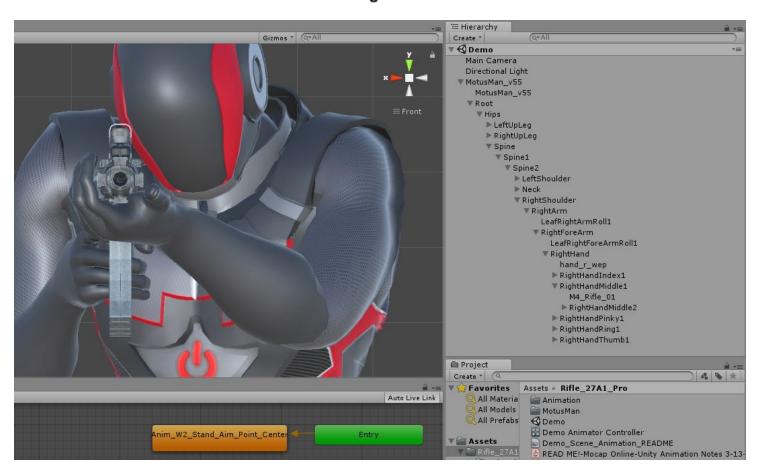
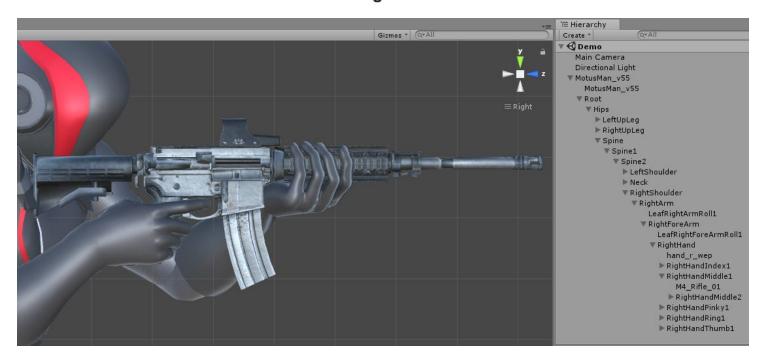


Fig. 1

Fig. 2



Please contact us with questions or any other feedback!

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