| STEP | DESCRIPTION |
|------|-------------|
| 1 | Drag the FPX file into the Assets → Models folder |
| 2 | Go the Animation tab on the Inspector |
| 3 | Select the Idle Animation |
| 4 | Can tick the Loop Time option to loop the animation |
| 5 | Click Apply |
| 6 | Go to the Materials tab on the Inspector |
| 7 | Click Extract Textures |
| 8 | Create a new folder called PT_Character |
| 9 | Click Fix Now if a dialog box appears |
| 10 | Drag the character texture from Assets → Models into the Scene |
| 11 | Select the Idle animation from Assets → Models and drag onto the Model in the Scene<br><br>This creates an animator controller with the Idle animation as default and assigns to the character. |

https://www.youtube.com/watch?v=P4PrO8fHZ4E
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1) Drag FBX file into Assets → Models in Unity.
2) Click on the item just imported.
3) Go to the Inspector and click Animation tab.
4) Scroll down and click the Loop Time box, then click Apply.
5) Click Materials tab then click Extract Textures, then click Choose Folder.
6) If a dialog box pops up, click Fix Now.
7) Click Extract Materials, then click Choose Folder.
8) Drag the imported item onto the Scene.
9) Expand the game object in the Hierarchy, and click the first component.
10) Go to the Inspector and scroll down to the Shader, e.g. Bodymat.
11) Expand the Shader, and change Rendering Mode to Opaque.
12) Repeat with the different components under the game object.

https://www.youtube.com/watch?v=PFElOyXJZ3g