

All Characters / Character Packs are rigged. The rig is compatible with Mixamo and Mecanim. Due to the Mixamo EULA, animations cannot be distributed within a Unity Asset Pack. To create and download animations from Mixamo for any character / character pack, you must first register with Mixamo. Once registered, follow the tutorial.

### **Mixamo to Unity Tutorial ( [https://youtu.be/f\\_Llmf6Rlgc](https://youtu.be/f_Llmf6Rlgc) )**

1. Open the character / character pack within Unity.
2. Find the character base model (.fbx) file in the models folder.
3. Drag the model from Unity to your Desktop.
4. Open the Mixamo Website, and select Upload Character. Drag and drop the character model from your desktop. Mixamo will recognise the rig and process the character. Click Next. Your character will show in the main Mixamo window.
5. Search from the available Mixamo animations and apply one that you like, in this instance we will apply a walk cycle. From the walking options, tick the 'In Place' box.
6. If you like the particular animation you have chosen, we can now download it, click DOWNLOAD. From the Download Settings, select from the Skin Dropdown - 'Without Skin', as we already have our skin in Unity. Click Download and Save your file.
7. Go back to Unity, create an animations folder, and drag and drop your new animation file into this folder. Click on the animation file so that we can see the Import Settings in the Inspector. In the Inspector window, change the following settings, Under the Model Tab, Uncheck 'Convert Units', Under the Rig Tab, Set Animation Type to 'Humanoid', and under Avatar Definition choose 'Copy from other Avatar', in the source, choose the Avatar from the scene for your main Character. In the Animation tab, rename your animation from 'mixamo.com' to something relatable, such as 'walking' and lastly check the 'Loop Time' box, as we want our animation to loop. Then click Apply.
8. To apply the animation to one of the character prefabs, drag and drop one of the prefabs from the prefab directory to a scene, under the Prefab transform, you will find the Animator component for the character, we need to add a controller. Right click in your Project Hierarchy, and create an Animator Controller, you may want to rename this to something else, such as AnimController. Add this 'AnimController' to your character prefab, in the Animator component.
9. Select Window > Animation > Animator from the main Unity menu. Click on your 'AnimController' to see it, then drag and drop your 'walking' animation into the Animator window, it will automatically connect. Switch back to your main scene, and press play to see your walking animation applied to your character.