AvatarPlay

Quick-Start Guide

Summary

AvatarPlay is a seperated animation system as extension of unity. Since it's based on "avatar", it supports animation retargeting with both humanoid and non-humanoid. In the package, we also supplied comprehensive tools to create/edit/configure avatars and animation clips.

Quick Overview

First you create a new unity project, and import AvatarPlay package, then you can take brief overview of AvatarPlay in Unity Editor:

1. Open "AvatarPlay/demos/scenes/example.unity" and run the scene.

2. Look over the AvPlayer components on the character game objects, and the assets in avatars, clips, mappeds directory in Project Window.

3. Look over these menu items: Window->AvatarPlay, (Assets->)Create->AvatarPlay.

Workflow

The Major workflow in AvatarPlay can be split into the following stages:

1. Create and Configure Avatar.

·Create an avatar by Assets-Create menu for a certain type of object (such as human). You must specify a typical template model of the objective type while creating avatar.

·Click "Configure Avatar" in inspector panel of the created avatar, then define bone parts of the avatar and make sure the avatar is in T-Pose.

2. Create Avatar Mapped for Model.

Click "Mapped Editor" button in inspector of avatar to create mapped for a model which will run the AvatarPlay clip (AvClip).

3. Create AvatarPlay Clip (AvClip).

You can create clips using "Clip Editor" (by click button in inspector of avatar), or use "AvClip Converter" (Window - AvatarPlay - AvClip Converter) to convert animation clips (mecanim or legacy).

4. Create AvatarPlay Clip Set (AvClipSet).

This involves Creating AvClipSet by Assets-Create menu, as well as assigning clips and configuring.

5.Animate Characters.

Add AvPlayer component to your characters and make some necessary setting, then control animations from your code.

Support

If you have any problems or issues, please contact me at ecc@bhluo.com.