

MoCap Central

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MC Greet & Talk

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Product Overview

Thank you for purchasing a MoCap Central animation pack! We take pride in capturing and processing our data to the highest quality by adding details such as finger motion and ensuring smooth start/end poses. All clips use the Unity Mecanim Humanoid system so the animations play back on any Unity Humanoid compatible character.



MC Unity Character

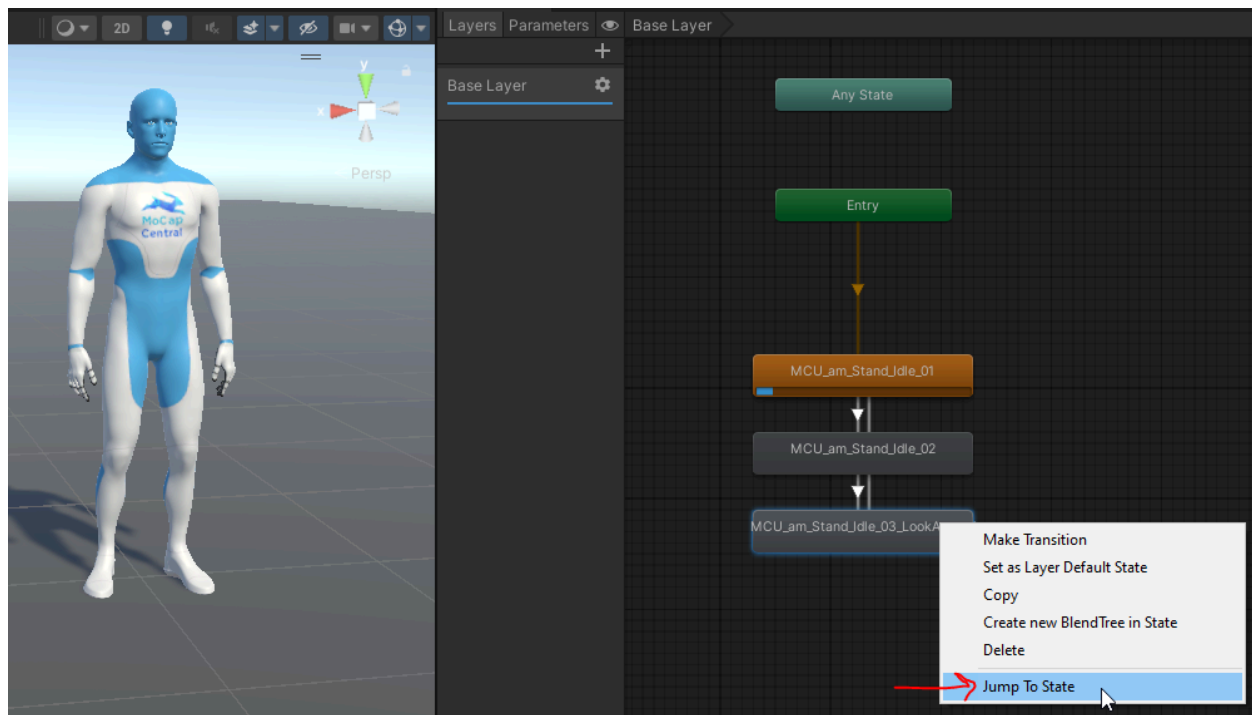
The **rig_MCUnity** character contains a Unity compatible skeleton with fingers, eye and jaw bones. Its Rig > Animation Type is set to Humanoid.

Demo Scenes

The package includes a demo scene **Scene_Demo_MAIN** file to review the animation clips.

Demo Animation Controllers

Each animation set has a demo animation controller so during runtime you can right-click on a state in the Animator window and select **Jump to State** to see it play on the MC Unity character.



Props

No object props are included or used for this pack.

Avatar Mask

No animation mask is included or used in this pack.

Root Bone

If you wish to use the animated root bone you can assign it as the Root Motion Node in the animation clip (see image below). Animation clips with the suffix `_NoRM` don't have any root motion, these can be handy for developers that want to manually control the character movement.

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