

## 4.1 Animation with Mixamo.com



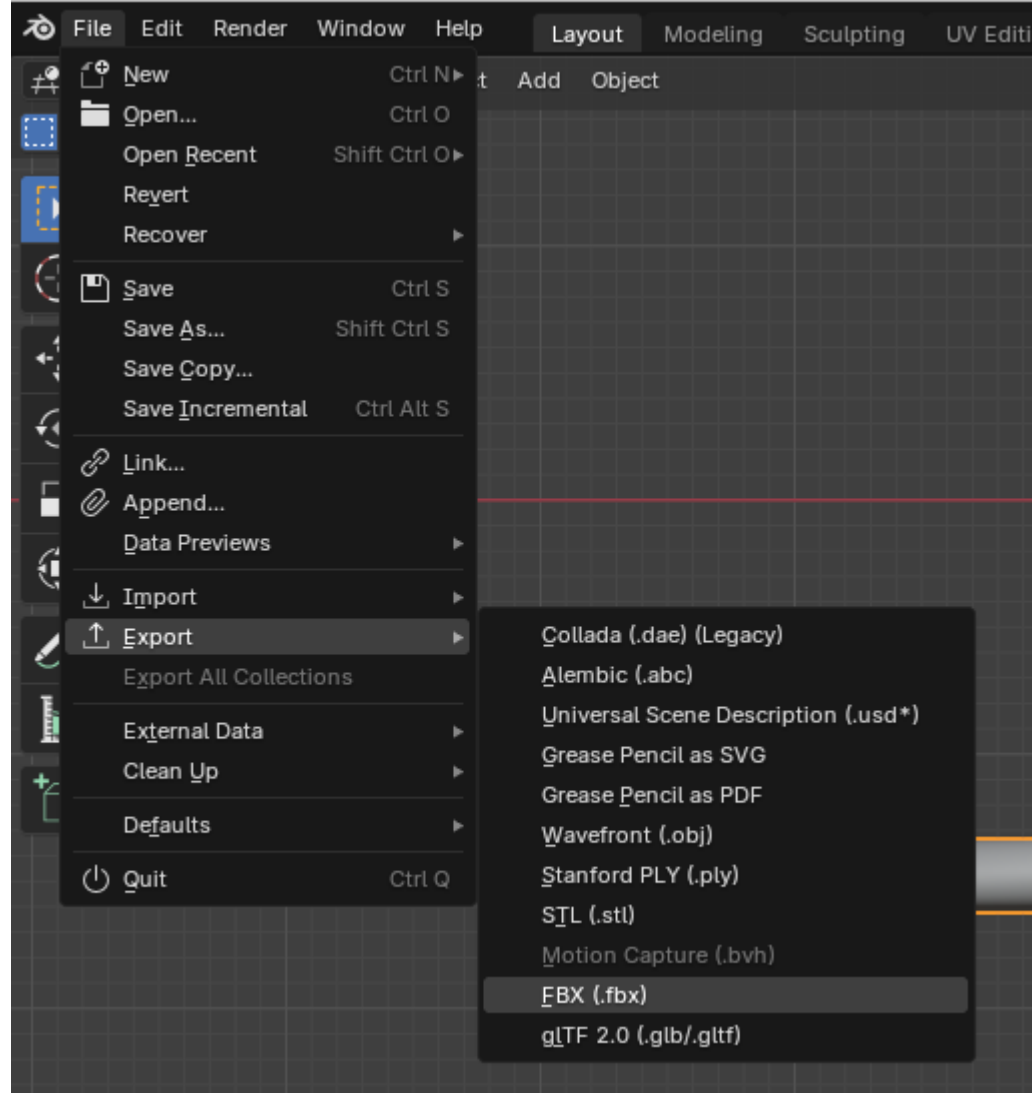
Ordu, 12.05 – 16.05 2025

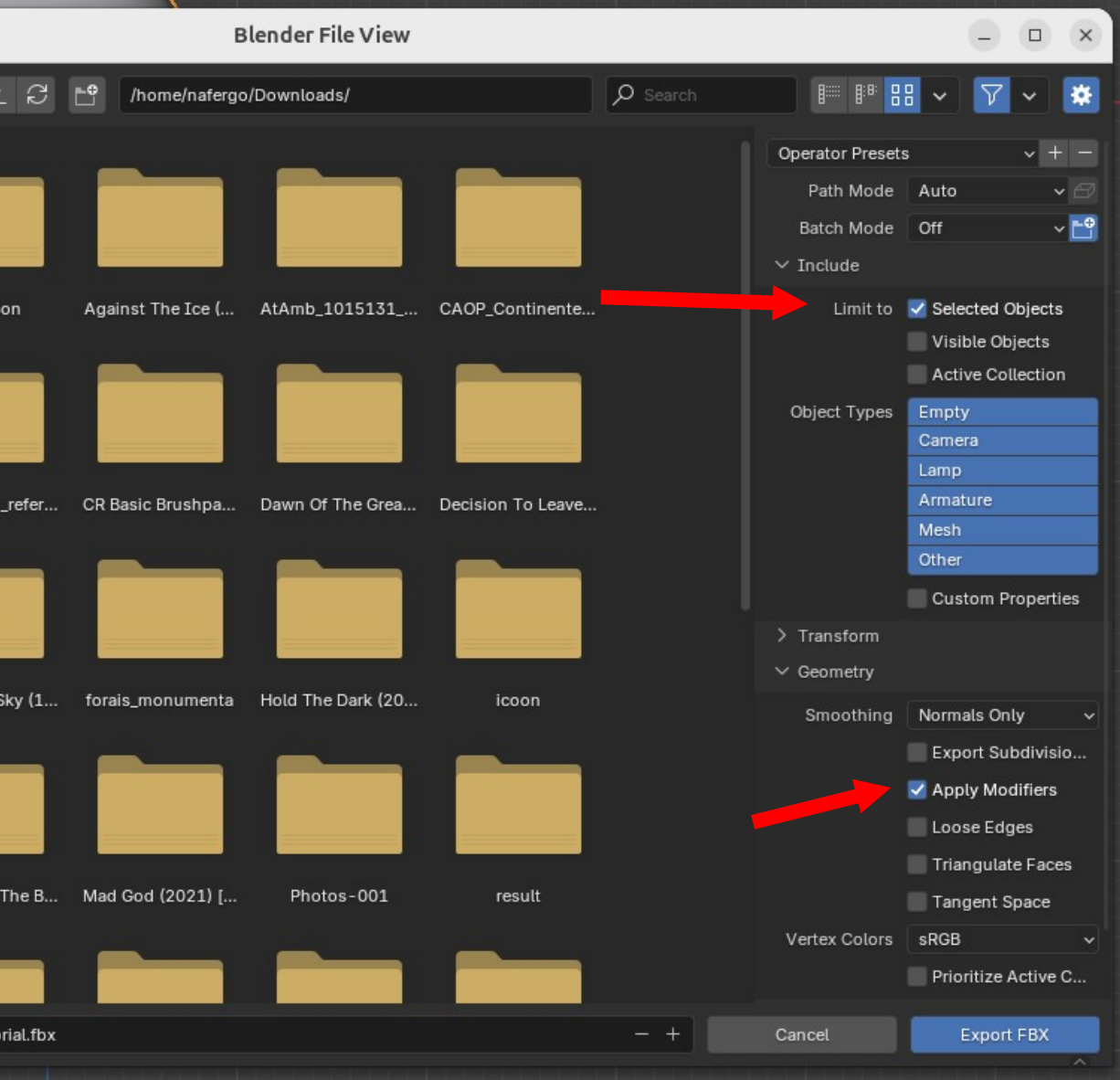
# 1. Export from Blender

Select just the character  
and go to...

**File > Export**

And choose **FBX**





Make sure these checkboxes are checked...

**Selected Objects**

**Apply Modifiers**

## 2. Upload FBX to Mixamo.com



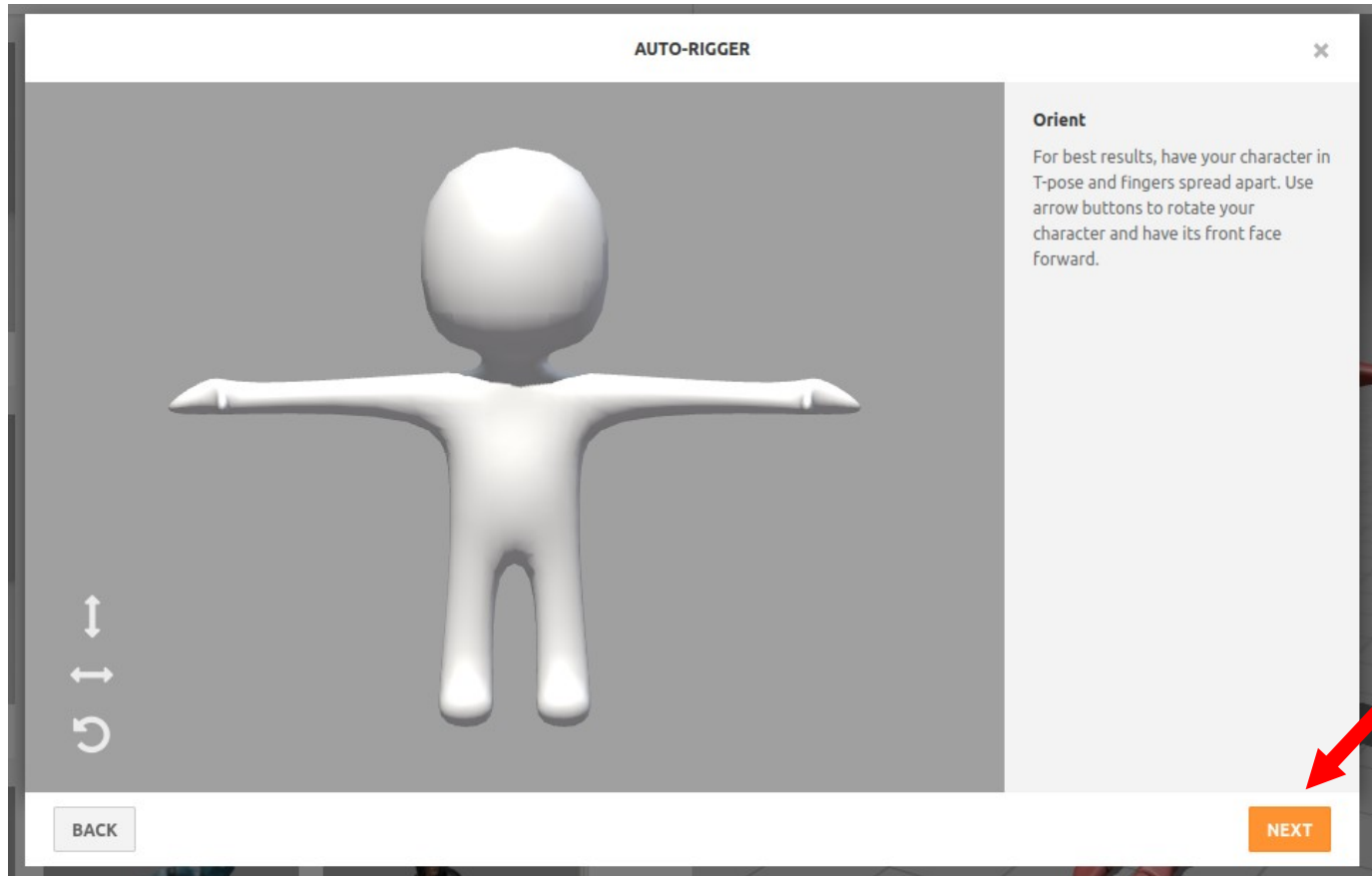
The image shows the Mixamo website interface. The top navigation bar includes the Adobe logo, the Mixamo logo, and links for "Characters" and "Animations". A search bar and a "48 Per page" dropdown are also present.

The main content area displays a grid of 12 character animation thumbnails. Each thumbnail shows a character in a specific pose, with a small icon in the bottom left corner indicating the animation type. The thumbnails are labeled as follows:

- Shoved Reaction With Spin
- Defeated
- Capoeira
- Taunt
- Old Man Idle
- Sitting Laughing
- Reaction
- Dying
- Jumping Down
- Jumping Down
- Jumping Down
- Longbow Locomotion Pack

On the right side, a large 3D preview window shows a red, stylized character model in a "T" pose. To the right of this window is a vertical menu with four buttons: "DOWNLOAD", "SEND TO AERO", "UPLOAD CHARACTER", and "FIND ANIMATIONS". A red arrow points from the "UPLOAD CHARACTER" button to the 3D preview window.

### 3. Use the auto-rigger to rig the character



If everything is good, something similar should be visible...

Press **NEXT**

Position markers  
and choose LOD

Press **NEXT**

AUTO-RIGGER



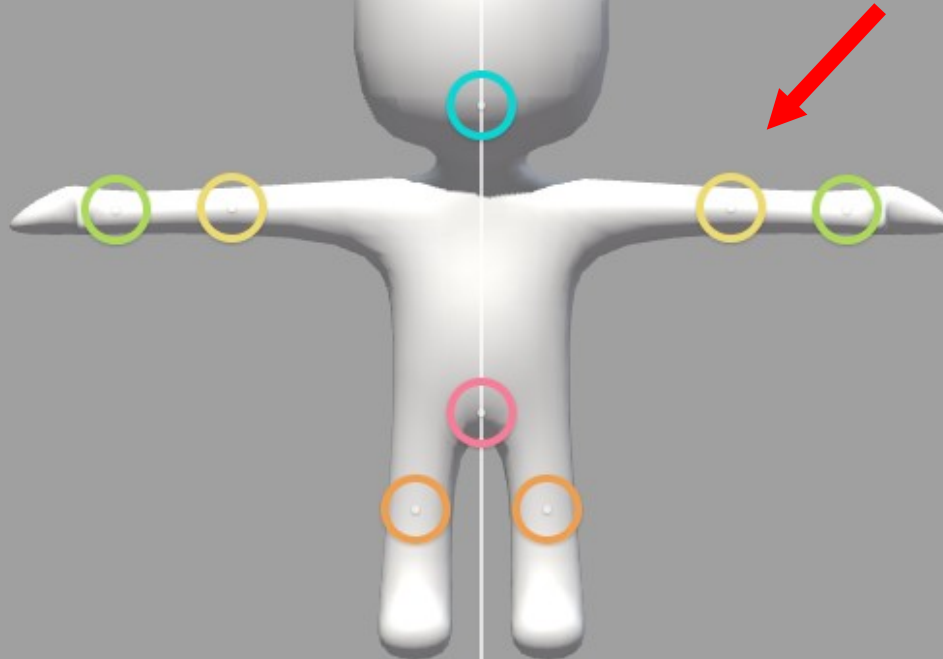
CHIN

WRISTS

ELBOWS

KNEES

GROIN

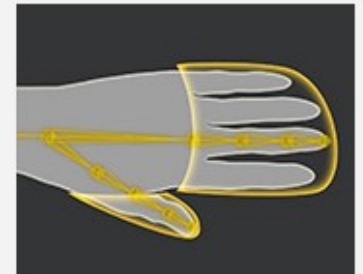


### Place markers

Place markers on your model, and then press Next to start the Auto-Rigging process.

### Skeleton levels of detail

2 Chain Fingers has a thumb joint chain, and a middle finger joint chain that drives the index, middle, ring, and pinky fingers for a total of 41 joints.



Need help?

BACK

☒ Use Symmetry

Skeleton LOD

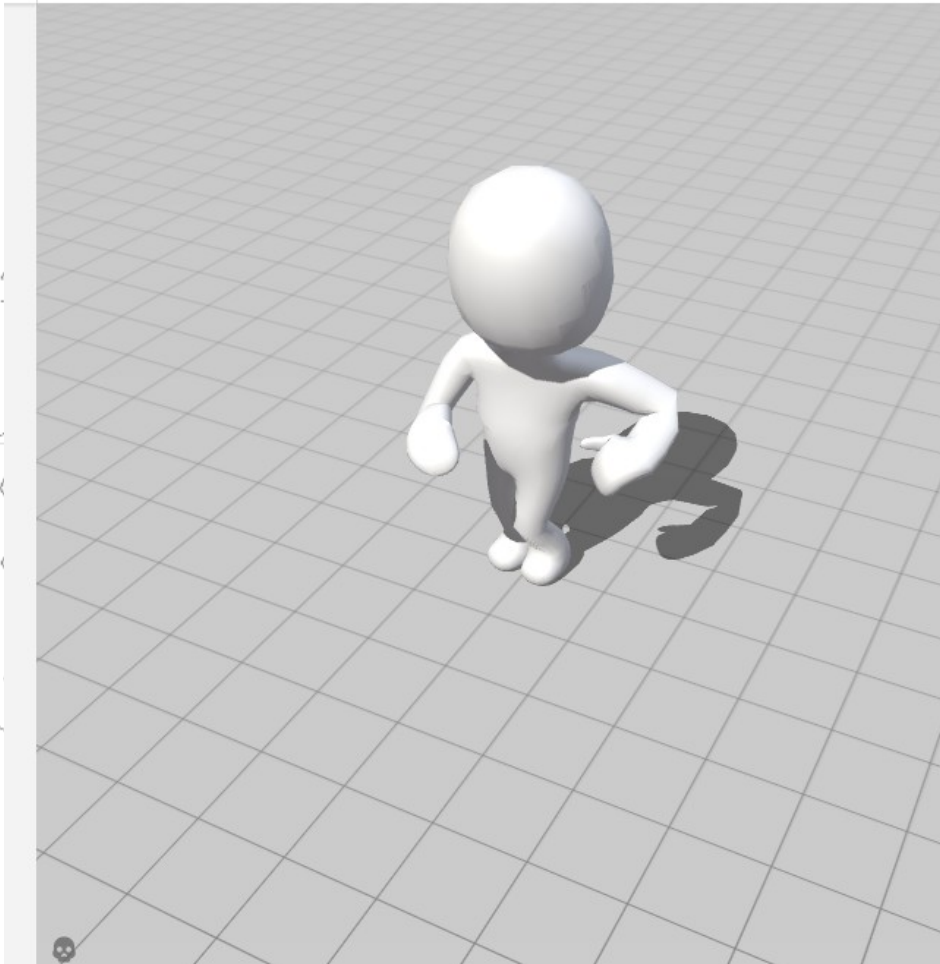
2 Chain Fingers (41)



NEXT

## 4. Try and choose an animation

RUMBA DANCING ON MODEL\_TUTORIAL



**DOWNLOAD**

SEND TO AERO

UPLOAD CHARACTER

---

**Rumba Dancing** ×

Enthusiasm 0

Overdrive 50

Character Arm-Space 50

Trim 72 total frames 0 100

☐ Mirror



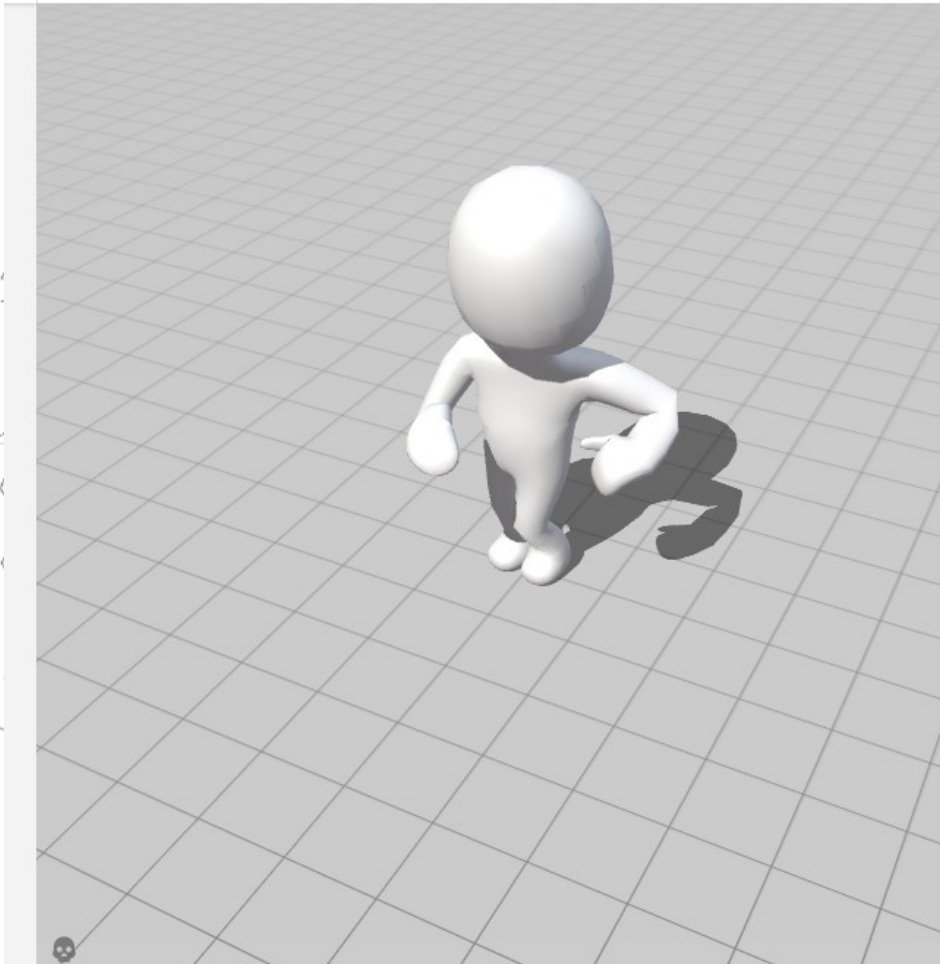
You can change  
some animation  
settings...

When happy,  
press  
**DOWNLOAD**



## 4. Try and choose an animation

RUMBA DANCING ON MODEL\_TUTORIAL



**DOWNLOAD**

SEND TO AERO

UPLOAD CHARACTER

**Rumba Dancing** ✕

Enthusiasm 0

Overdrive 50

Character Arm-Space 50

Trim 72 total frames

0 100

☐ Mirror



You can change  
some animation  
settings...

When happy,  
press  
**DOWNLOAD**



## 5. Download from Mixamo



**DOWNLOAD SETTINGS**

<b>Format</b>	<b>Skin</b>
<input type="text" value="FBX Binary(.fbx)"/>	<input type="text" value="With Skin"/>
<b>Frames per Second</b>	<b>Keyframe Reduction</b>
<input type="text" value="24"/>	<input type="text" value="none"/>

Use **FBX Binary** with **24 FPS** and **With Skin**.

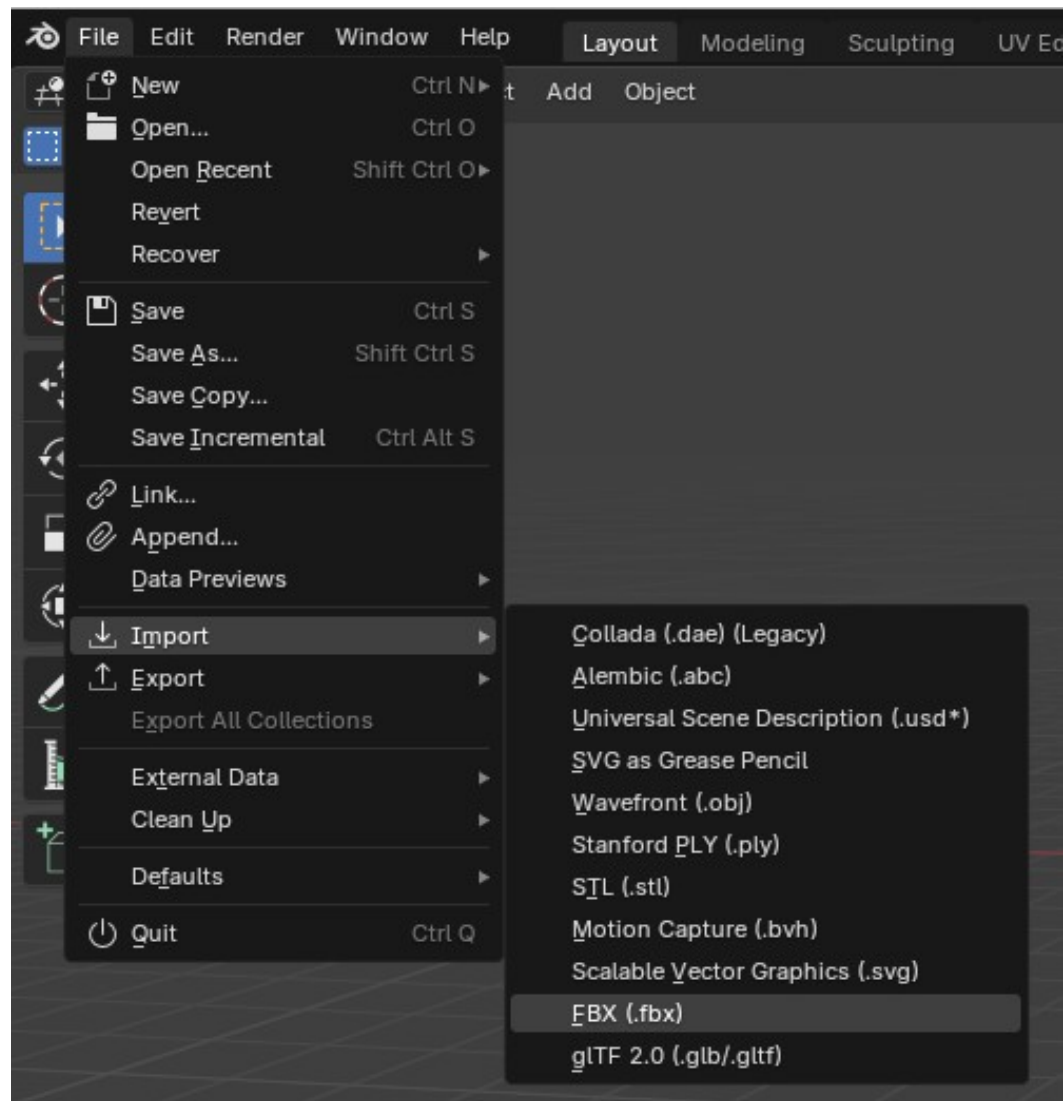
Press **DOWNLOAD**

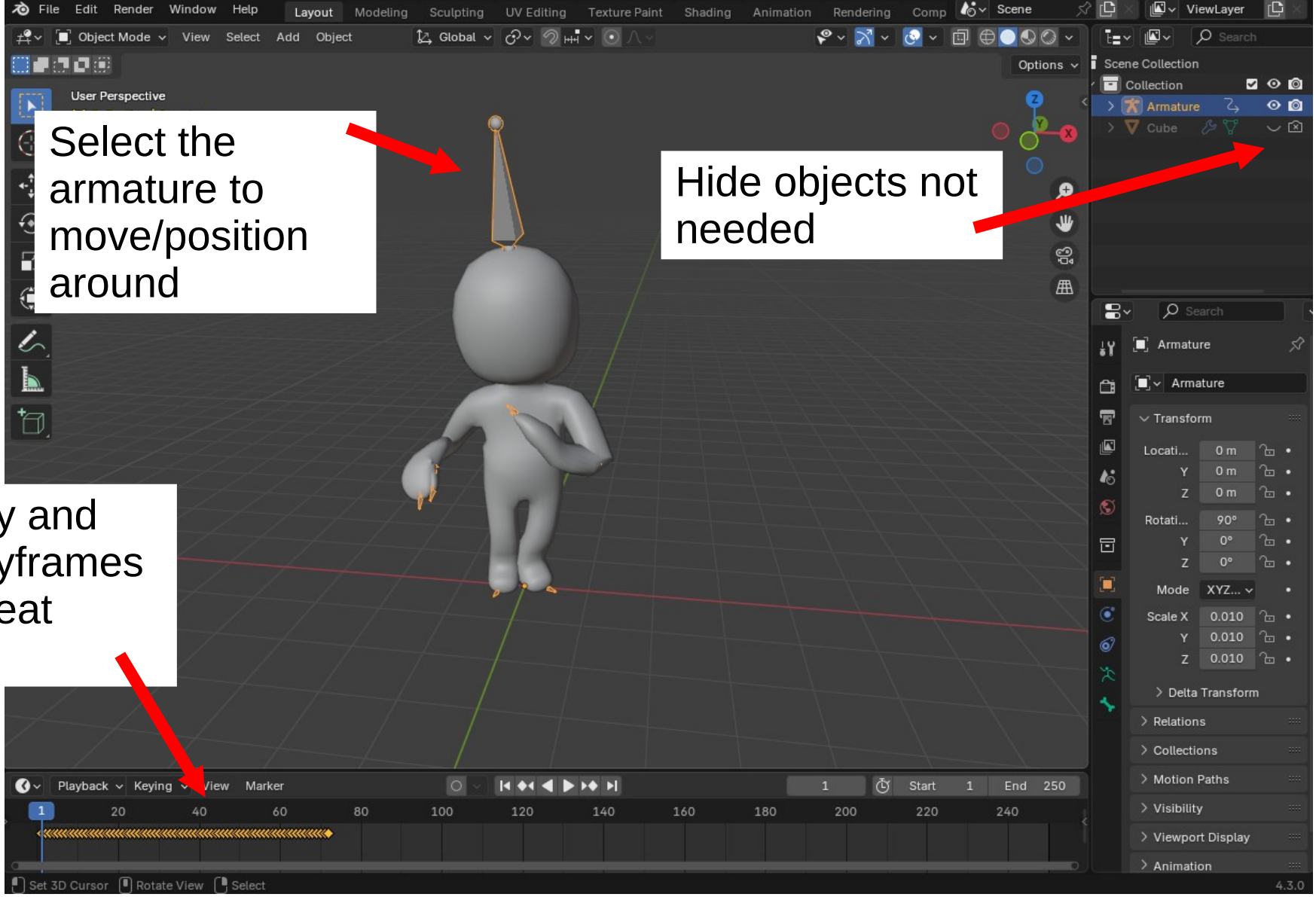
## 6. Import to Blender

Go to...

**File > Import**

And choose **FBX**





Select the  
armature to  
move/position  
around

Hide objects not  
needed

You can copy and  
paste the keyframes  
below to repeat  
animation