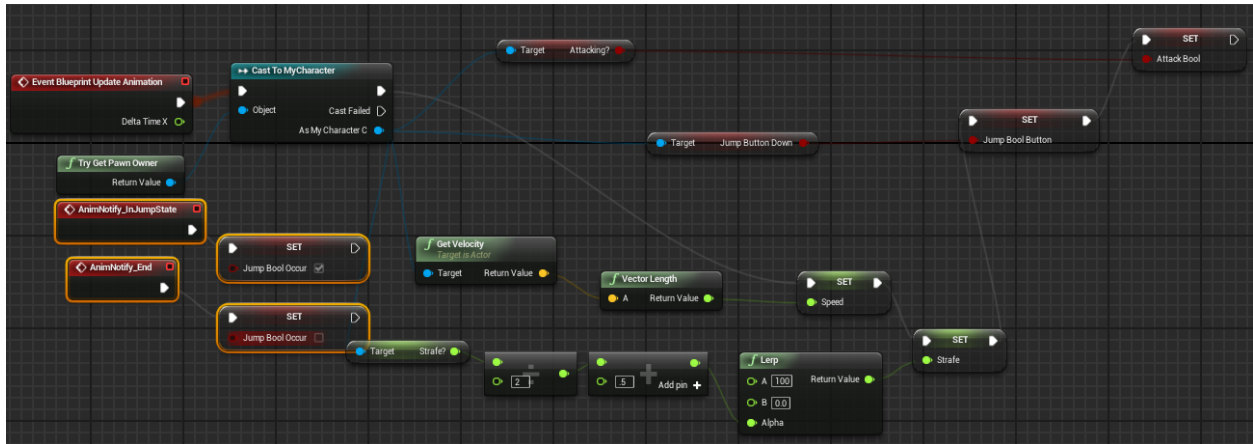


Mixamo Basic Animation Pack for UE4



About Mixamo's Basic Animation Pack for UE4

We created this package of test characters and basic motions so that you can see how easy it is to get game-quality animated characters from Mixamo into UE4.

What is Included

2 Characters	12 Motions
<ul style="list-style-type: none"> Alpha Beta 	<ul style="list-style-type: none"> Idle Walk Run Strafe Right Strafe Left Attack Move Jump Walk_Strafe_Left Walk_Strafe_Right Turn_Left Turn_Right



About Mixamo

Mixamo democratizes 3D character art by empowering developers and artists to bring life to their games and films. Mixamo's online platform makes character creation and animation quick, simple and affordable with products that work together for an end-to-end character animation solution. All assets and services can be used royalty-free and are optimized to work in all major pipelines.

Mixamo's Products

- [Fuse](#), a universal character creation tool with asset import capabilities
- [The Auto-Rigger](#), online rigging solution to automatically skin and weight any uploaded 3D humanoid mesh
- [Mixamo's Animation Collection](#) where thousands of animations are available to automatically retarget the motion to uploaded characters
- [The Decimator](#), an online LOD solution
- [Face Plus](#), real-time facial capture that requires only a standard webcam

Give us a try and get started for free! www.mixamo.com

You can also upgrade your Mixamo account to All-Access -- information available at mixamo.com/allaccess -- to use the full version of the software and get unlimited access to our huge collection of 3D character models, animations and our Auto-Rigging technology.

Trouble-shooting

The Mixamo Basic animation pack is a straightforward plug and play solution for introducing different navigational animations into the Unreal Engine. This being said, there is always a possibility that things might go wrong, a couple notable issues may include:

To access the Beta character, go to the Component tab of "My Character" blueprint and change the mesh to Beta.

As the UE4 documentation states, "The UE4 FBX import pipeline uses **FBX 2013**. Using a different version during export may result in incompatibilities." Mixamo has recently upgraded to FBX2014. If you are importing a Mixamo character and you experience a crash, the solution would be to use the FBX SDK to convert your file to FBX 2013.



Helpful Links

We've got a host of tutorials and workflows and on our help page. We also welcome your feedback in our community forum, on The Mixamo Blog and elsewhere online.

<https://www.mixamo.com/workflows>

<http://www.mixamo.com/help/>

<https://www.youtube.com/user/Mixamo3DAnimation/>

<http://blog.mixamo.com/>

<http://www.autodesk.com/products/fbx/overview>

License Information

Mixamo assets may not be directly resold or redistributed unless they are embedded in media such as a game or movie. More details can be found in [Mixamo's End User Agreement](#).