

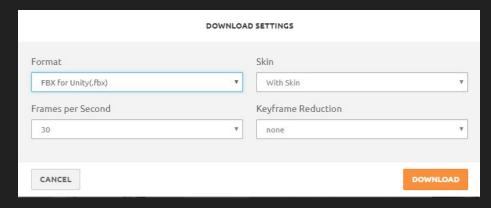
Character's Animations

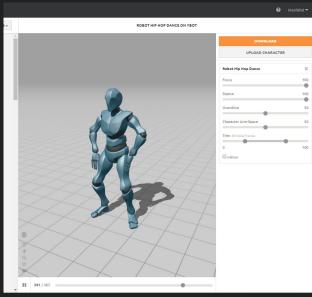
Characters in this pack are humanoid mecanim ready. That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?

- a. You can buy humanoid animations/ controllers from the Unity asset store.
- b. Create your own humanoid animations. You can create animations with any humanoid characters you have in a 3D software. Just set your character up as humanoid rig in Unity and share the animations with this pack.
- c. Download free animations from Mixamo site here: https://www.mixamo.com/

Using Mixamo Animations

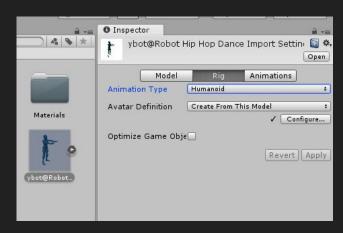
- Using Mixamo animations is easy.
- There is no need to upload any characters to Mixamo.
- Simply go the site and download any animations you want.

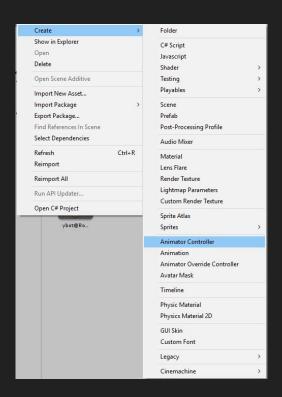




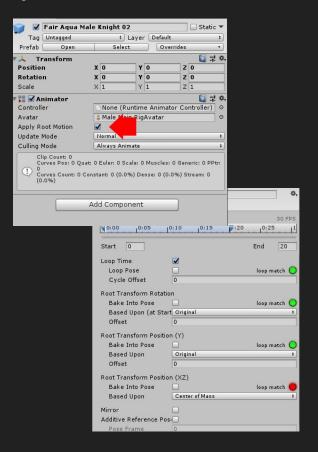
Using Mixamo Animations

- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to your character. Done!





If your character's feet is floating...there are 3 common reasons



- Animations have root motion but your character ' apply root motion is off
- 2. Animations not bake to pose in inspector. Choose the correct setting depending on your gameplay.
- 3. Foot IK not checked. Go to animator, select animation in animator.



Meshtint Studio

Website: www.Meshtint.com

Unity Asset Store: https://assetstore.unity.com/publishers/3867

Email: info@meshtint.com

Facebook: https://www.facebook.com/MeshTint/

Twitter: https://twitter.com/Meshtint

Youtube: https://www.youtube.com/@MeshtintStudio

