

Rigify to Unity

by



Introduction

Rigify is a Blender Addon that allows users to create animator friendly rigs with nearly no extra effort. It greatly simplifies the animation process, but produces several meshes and bones that are not needed in Unity. This package removes all unneeded parts of models made with Rigify. Artists only need to deal with the necessary bones and meshes in Unity, while having the full power of Rigify in Blender.

Functionality

Rigify to Unity processes all models that contain *Rigify* in the name, as soon as they are imported. Mostly it is not necessary to change anything as the whole process is automatically started. If you change the import settings of Rigify to Unity, or you want to apply the post processor to an already existing model, you need to reimport the models, that need to be processed.

Import Settings

The import settings can be changed by selecting *Window* → *Blender* → *Rigify to Unity...* in the menu.

Name Filter

Models with names that contain '*Rigify*', will go through the Rigify to Unity post processor. The name filter is not case sensitive.

Shape Prefix

Rigify automatically generates bone shape meshes in Blender that are imported to Unity. The game objects containing those meshes have the prefix '*WGT*'. All those meshes are destroyed and the corresponding game objects as well, if possible. The shape prefix search is not case sensitive.

Exception Bones

Bones with names that contain '*Position*', will not be deleted, even if they are not needed by any skinned mesh. The exception bones search is not case sensitive.

