

Unity Quick Start

What is Anything World?

Anything World is an innovative platform that combines AI, voice computing and 3D rendering with layers of behavioral intelligence. We enable users to request and play with any object imaginable. It's the easiest and fastest way for developers to create AI-driven 3D experiences powered by voice.

FAQ

How does API billing work?

You will have a monthly free API call limit depending on the tier. This limit includes all requests made from the model browser in editor (eg. clicking on a model and bringing it into the scene in Unity) and during the runtime of the project (eg. calling a model through the scripting API in the engine, making a request directly to our API). You will be notified via email when you are 100 requests away from reaching your free allowance in the month, after the free requests have been reached the API calls will be paid on a per request basis.

For more information on tiers and to calculate usage fees visit our website.

What platforms do you support?

Anything World works on any device capable of WebGL rendering, that is all modern web browsers.

For developers, we provide integration guidelines & SDKs for integrating Anything World into the web and Unity.

Can I add custom models?

Yes you can do it in the **Animate Anything!**

I have a feature request or found a problem!

You can reach us via support@anything.world or connect with the community on Discord and we'll help out!

Installation Guide

Requirements:

- **Unity 2020.3 or above**
- **Anything World SDK**
- **Anything World Account Details**

Note: If you're completely new to Unity it might be a good idea to learn a bit about the Unity interface. The first 6 videos in the Unity essentials series are a great way to pick up the basics.

Once you've got the basics down, follow this guide and see how to get started with creating 3D content in Unity!

Please note: this package is not compatible out of the box with the previous (legacy) versions of Anything World.

Contact us on discord or email if you have a project that needs migrating.

1. Create your Anything World account

[Create an account through the Anything World website](#) to get access to the Anything World SDK for Unity.

Note: Our REST API requires a unique developer API key for authentication in order to allow make APIs calls.

<https://docs.unity3d.com/Packages/com.unity.editorcoroutines@0.0/api/Unity.EditorCoroutines.Editor.EditorCoroutineUtility.html>

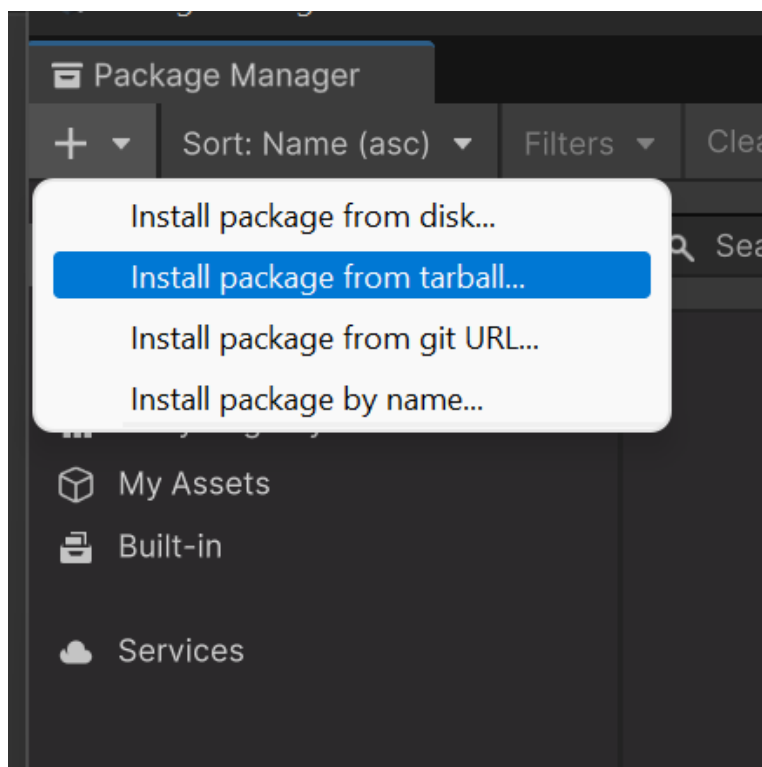
2. Set up Anything World SDK

If you installed direct from the asset store, they would automatically set the things up to you.

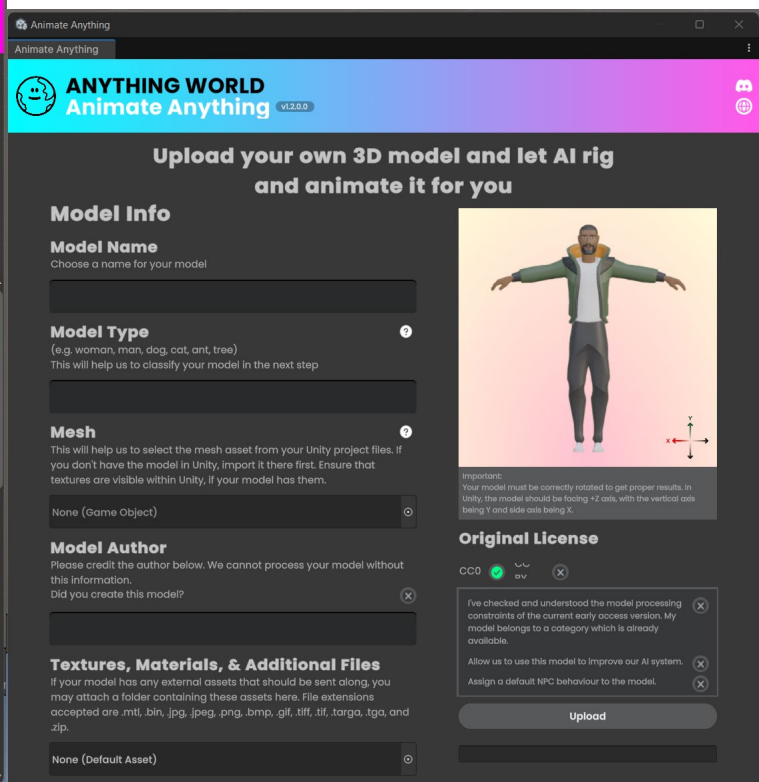
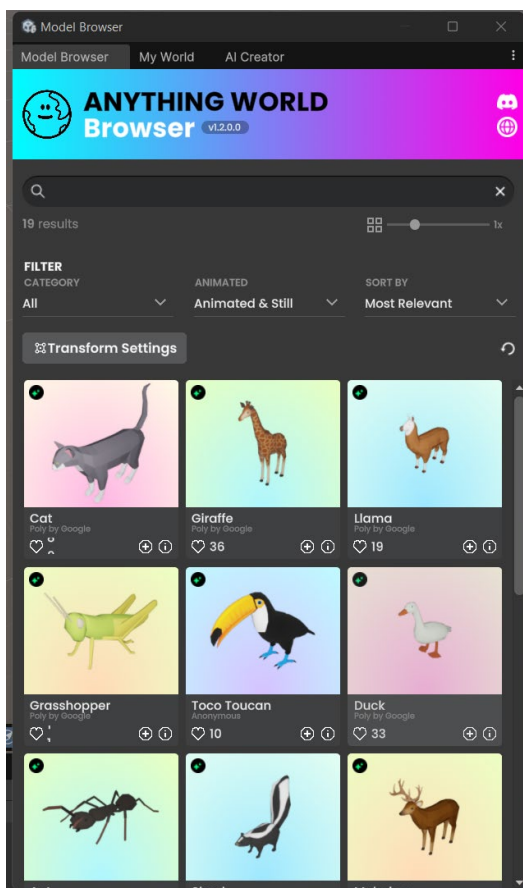
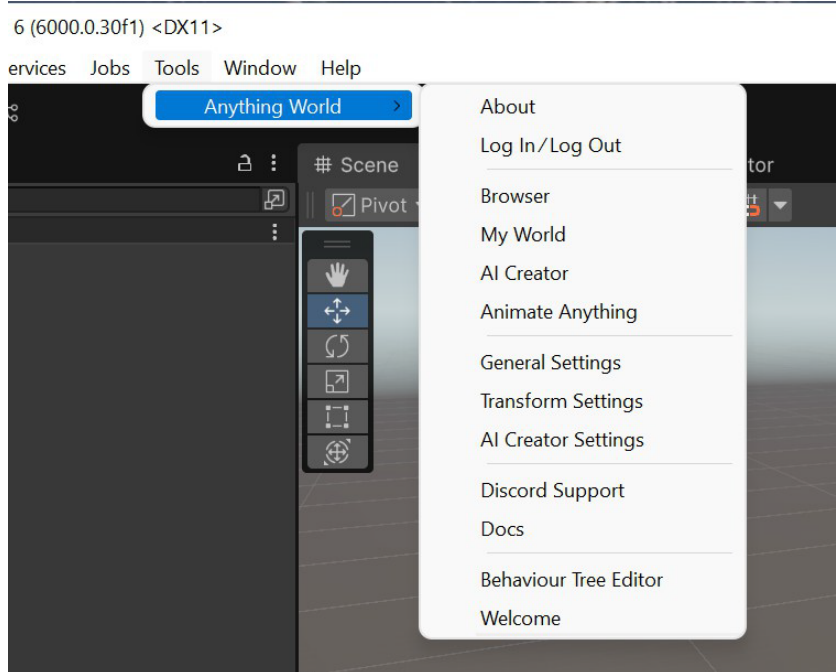
If not, follow these steps:

Step 1: Download the latest Unity Anything World SDK from the [My Account page](#) on the Anything.World website.

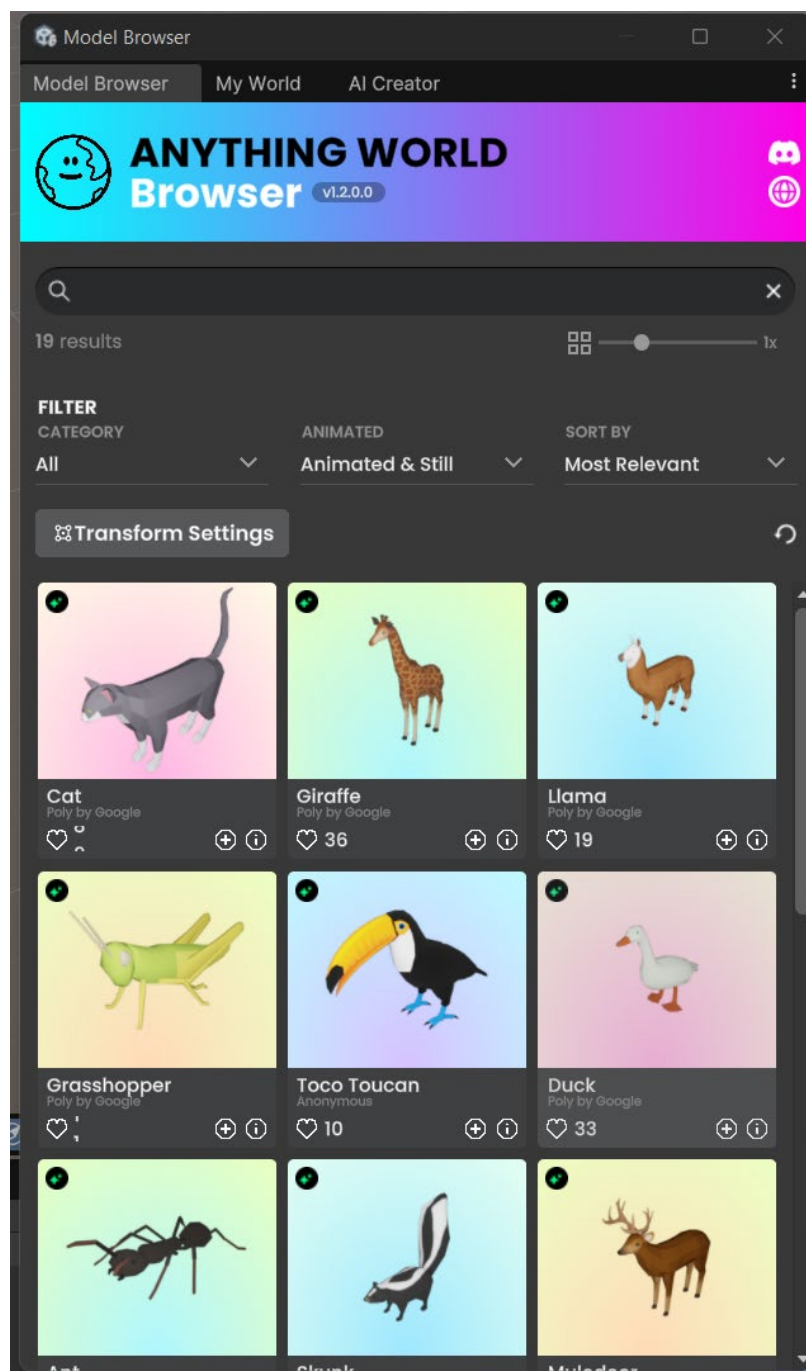
Step 2: download the **Anything World.tgz** file and using package manager click into "+" and Install package from tarball and select the packages.



Step 3: Select the tool and Anything World dropdown menu and open the Anything Browser. Log in using your Anything World account with your email and password. Two new panels will appear after signing in, the Anything Browser and the Animate Anything.



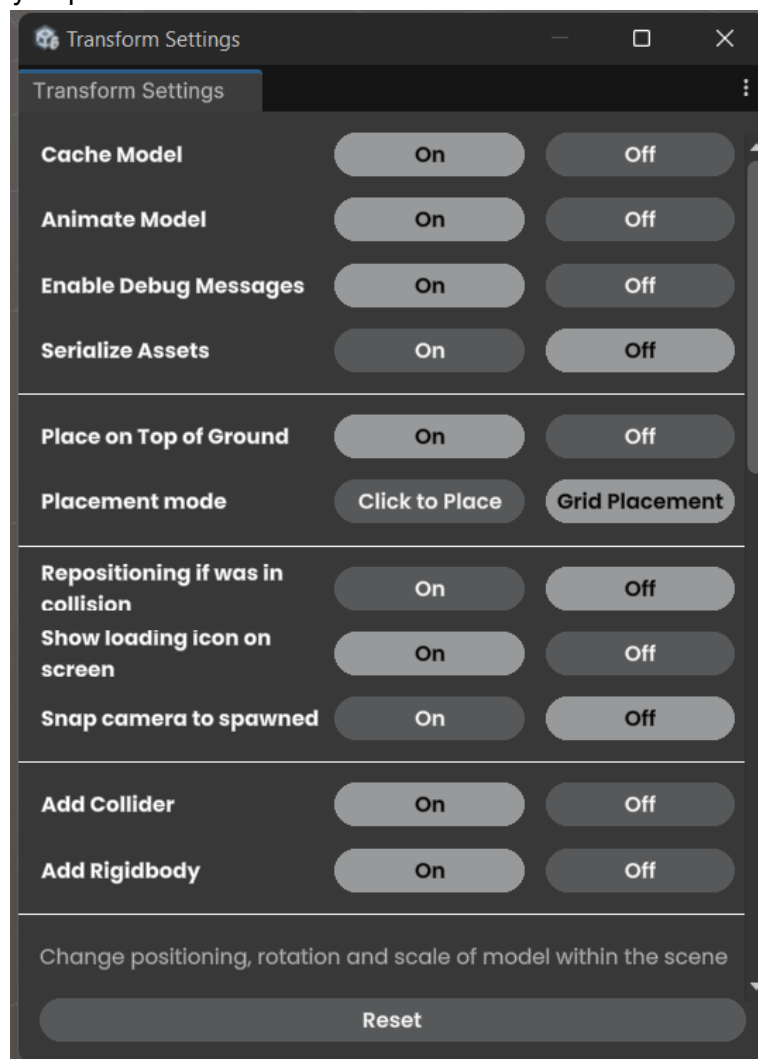
Step 4: The Anything Browser allows you to find animated and still models. Search for a 3D model by typing the keyword in the search bar and press the enter key to find the results. The filter options gives you control over the types of models that are displayed in the search results. You can also save these models for later by either selecting the My Likes or the My List icon on your favorite models.



Transform Settings:

General:

- The **Animate Model** option allows you to choose if you want the model to have animations when moved to your scene.
 - The **Enable Maker Debug Messages** option provides unity console messages about the models status when moved to your scene.
 - The **Place On Top of Ground** option place the models above the floor in your scene.
 - The **Serialize Asset** option allows users to create Prefabs from the selected model.
-
- **Parent Transform** allows you to input a parent object for your model when it is placed in the scene.
 - **Position** enables you to select the starting place for your model based on the inputs given for the X, Y, and Z coordinates.
 - **Rotation** gives you the ability to alter the orientation of the model when placed in the scene for the X, Y, and Z parameters.
 - **Scale Multiplier** increases the size of the models on all coordinates by the input value that you provide.



Physics Options:

Physics:

- **Add Collider:** Automatically adds a collider component to the desired model.
- **Add Rigidbody:** Automatically adds a rigidbody component to the desired model.

Default Animation Behaviours:

- The Animated Behaviour option allows you to attach scripts to the models directly from the Anything Browser. This option comes with a default Random Movement script to help you get started.
- The Vehicle behaviours option can be used for providing functionality to cars and other four wheeled vehicles. This option comes with a default RandomFlyingMovement script to help you get started.
- The Flying Vehicle behaviours options is useful for adding functionality to planes and other forms of aviation models. This option comes with a default RandomFlyingMovement script to help you get started.
- The Static Behaviour option allows you to apply a mono script to the model that is static.
- The Shader Behaviour option provides a way to attach custom shader scripts to the model.

Transform Settings

Transform Settings

Change positioning, rotation and scale of model within the scene

WARNING: Place on Top of Ground is currently active. This might impact the Transform settings and might result in unexpected behaviour!

WARNING: Grid Placement is currently active. This might impact the Transform settings and might result in unexpected behaviour!

Parent Transform

None (Transform)



Object Position

X 0

Y 0

Z 0

Object Rotation

X 0

Y 0

Z 0

Scale Multiplier

1

Specify the default behaviour trees added to models for each type of model

Ground Creature

Random Movement



Ground Vehicle

Random Movement



Flying Creature

Random Movement



Flying Vehicle

Random Movement



Swimming Creature

Random Movement



Static

[None]



Edit the way models are placed when generated

Grid Gizmos

On

Off

Grid Origin

X 0

Y 0

Z 0

Cell Width

1

Grid Width

0

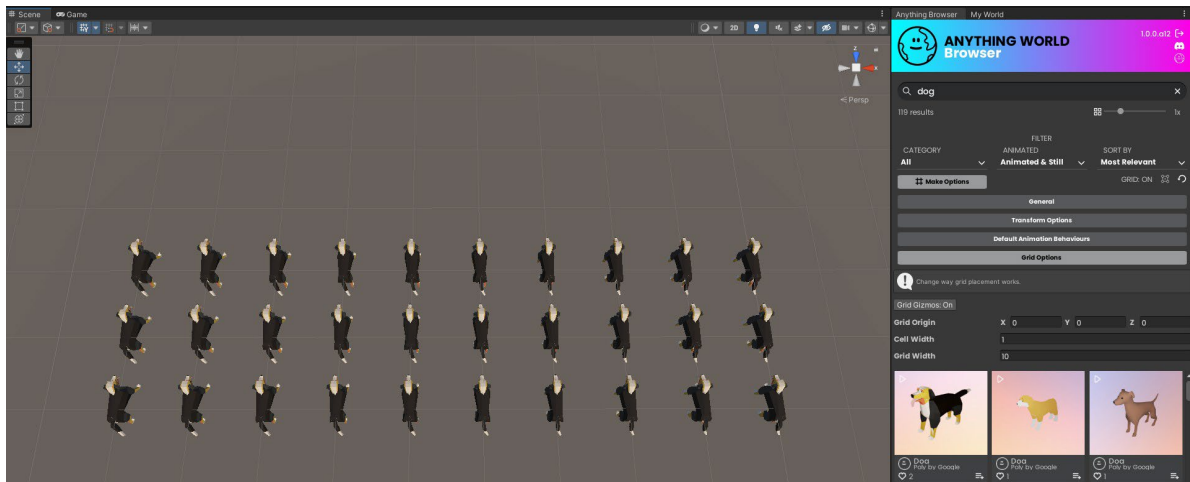
Use Grid Area

Reset

Grid Options: Enable Grid Placement button from the General section.

Then adjust the parameters available in the Grid section.

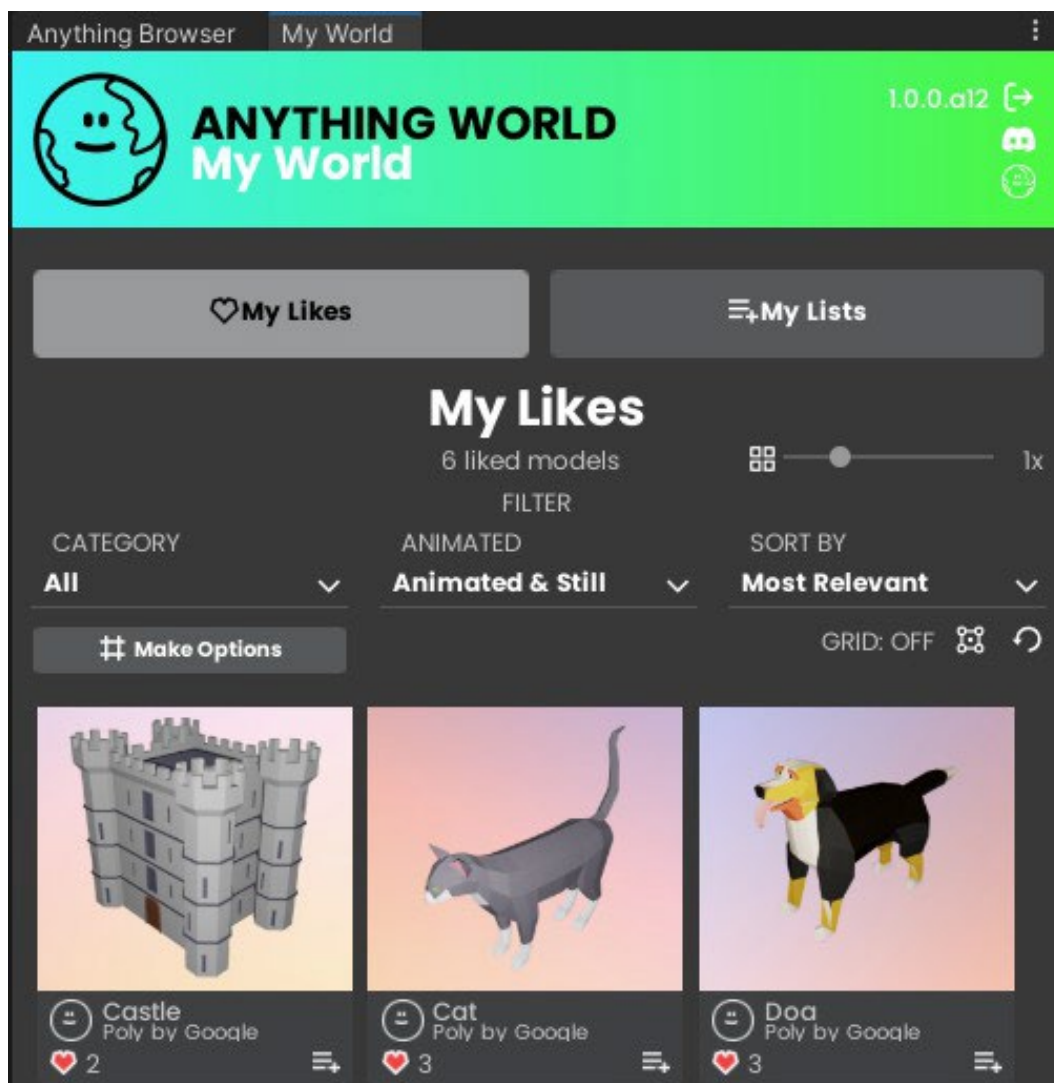
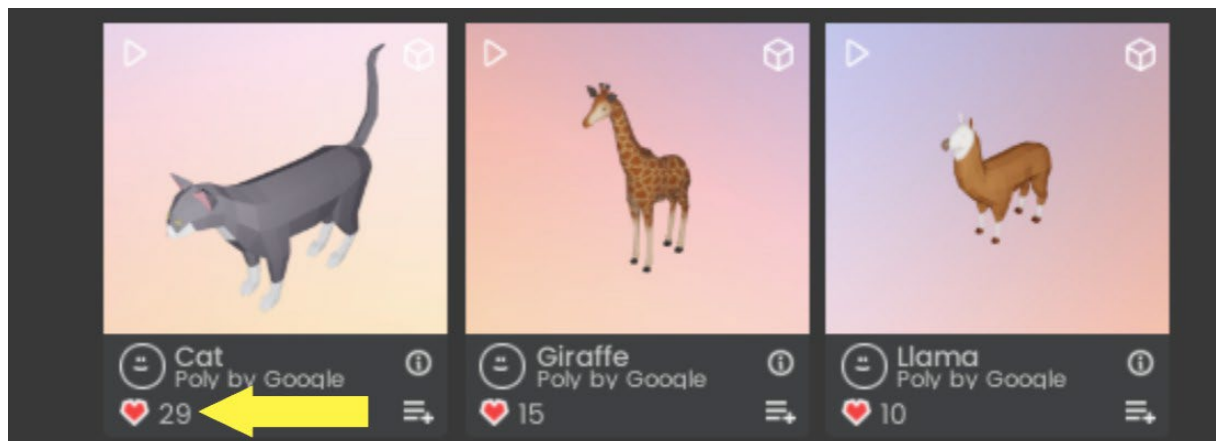
- **Grid Gizmos:** Button that displays the origin point in relation to the grid.
- **Grid Origin:** The starting position of the grid placement feature.
- **Cell Width:** The distance between each placed model.
- **Grid Width:** The row length of the grid.



Step 5: The My World panel allows you to find your favourite models quickly. There are two ways to save the models in the My World panel.

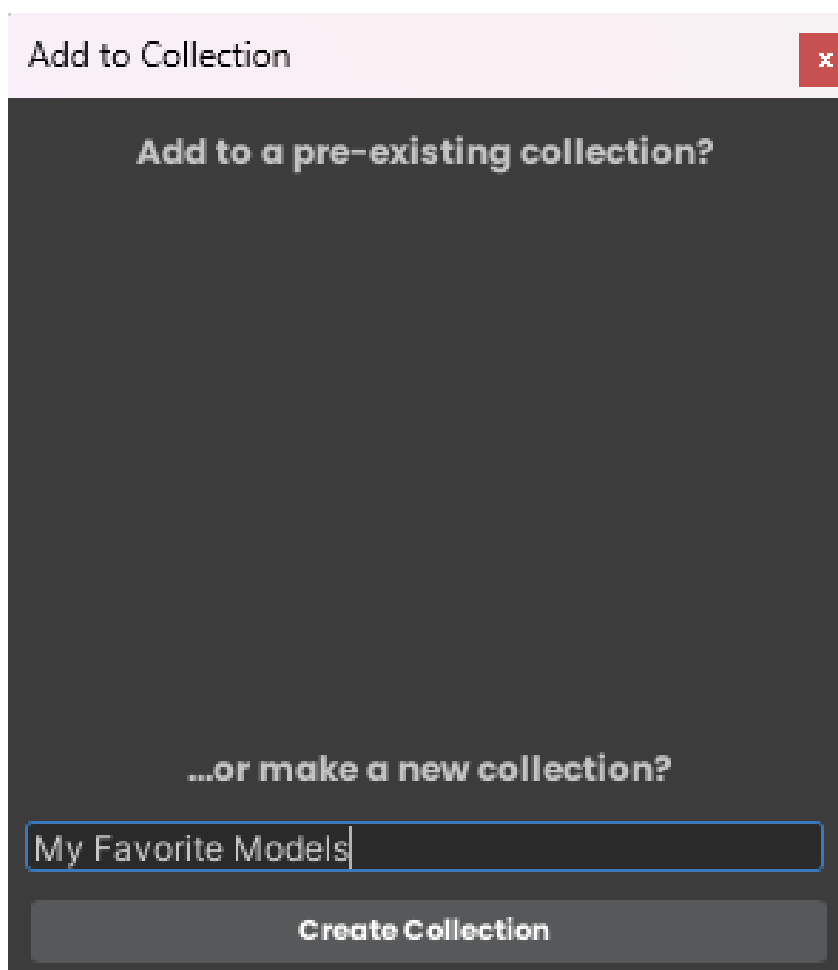
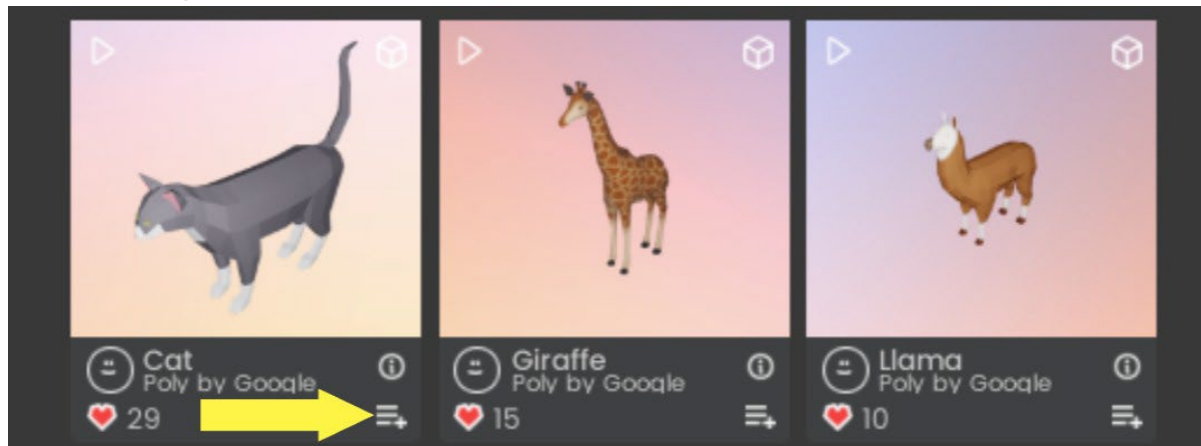
My Likes:

Search for a model in the Anything Browser, then select the heart or “My Like” button on the best model. These models can be viewed in the “My Likes” view on the My World panel.

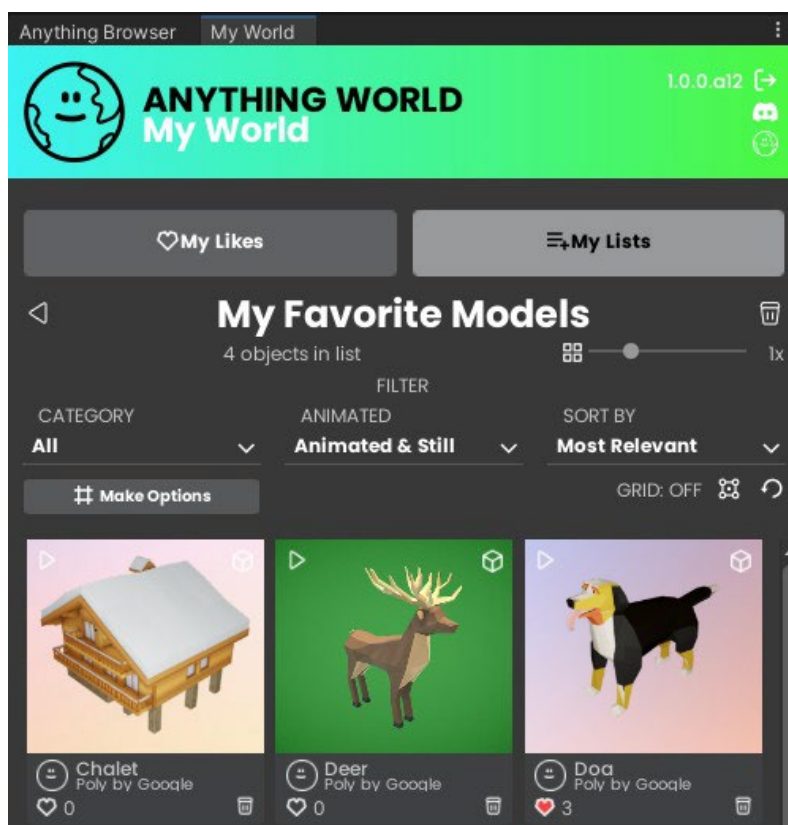
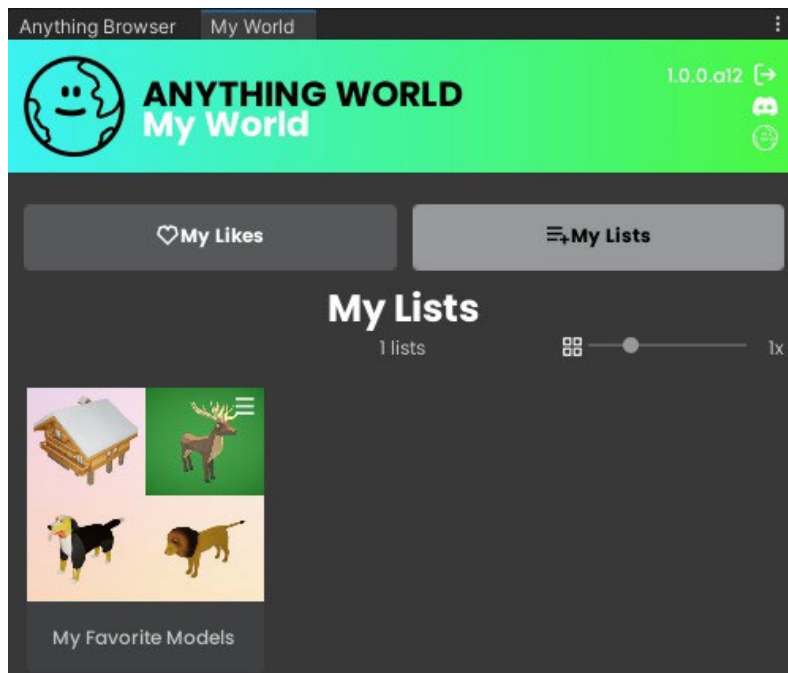


My Lists:

Search for a model in the Anything Browser, then select the list icon button on the right side of the model result box. When selected, the “My List” button will open a window that allows you to add the model to a pre-existing collection or create a new collection.



Once a model is added to the collection, the model can be found in the “My Lists” view within the My World panel.




Animate Anything!



Easily auto rig and animate your own 3D models

Upload your very own custom model via the Animate Anything to get it rigged and animated if it is a human, animal or creature. If you upload a vehicle, it will be separated into parts instead.

Animate Anything

Animate Anything

 **ANYTHING WORLD**
Animate Anything v1.2.0.0



Upload your own 3D model and let AI rig and animate it for you

Model Info

Model Name

Choose a name for your model

Model Type

(e.g. woman, man, dog, cat, ant, tree)

This will help us to classify your model in the next step

Mesh

This will help us to select the mesh asset from your Unity project files. If you don't have the model in Unity, import it there first. Ensure that textures are visible within Unity, if your model has them.

None (Game Object)

Model Author


Please credit the author below. We cannot process your model without this information.

Did you create this model?

Textures, Materials, & Additional Files





If your model has any external assets that should be sent along, you may attach a folder containing these assets here. File extensions accepted are .mtl, .bin, .jpg, .jpeg, .png, .bmp, .gif, .tiff, .tif, .targa, .tga, and .zip.


None (Default Asset)





Important:
Your model must be correctly rotated to get proper results. In Unity, the model should be facing +Z axis, with the vertical axis being Y and side axis being X.

Original License

CC0    

I've checked and understood the model processing constraints of the current early access version. My model belongs to a category which is already available. 

Allow us to use this model to improve our AI system. 

Assign a default NPC behaviour to the model. 

Upload

Processed models:

After you send the model to animate, they will appear in this window, and they will always be ready to use in your scene

