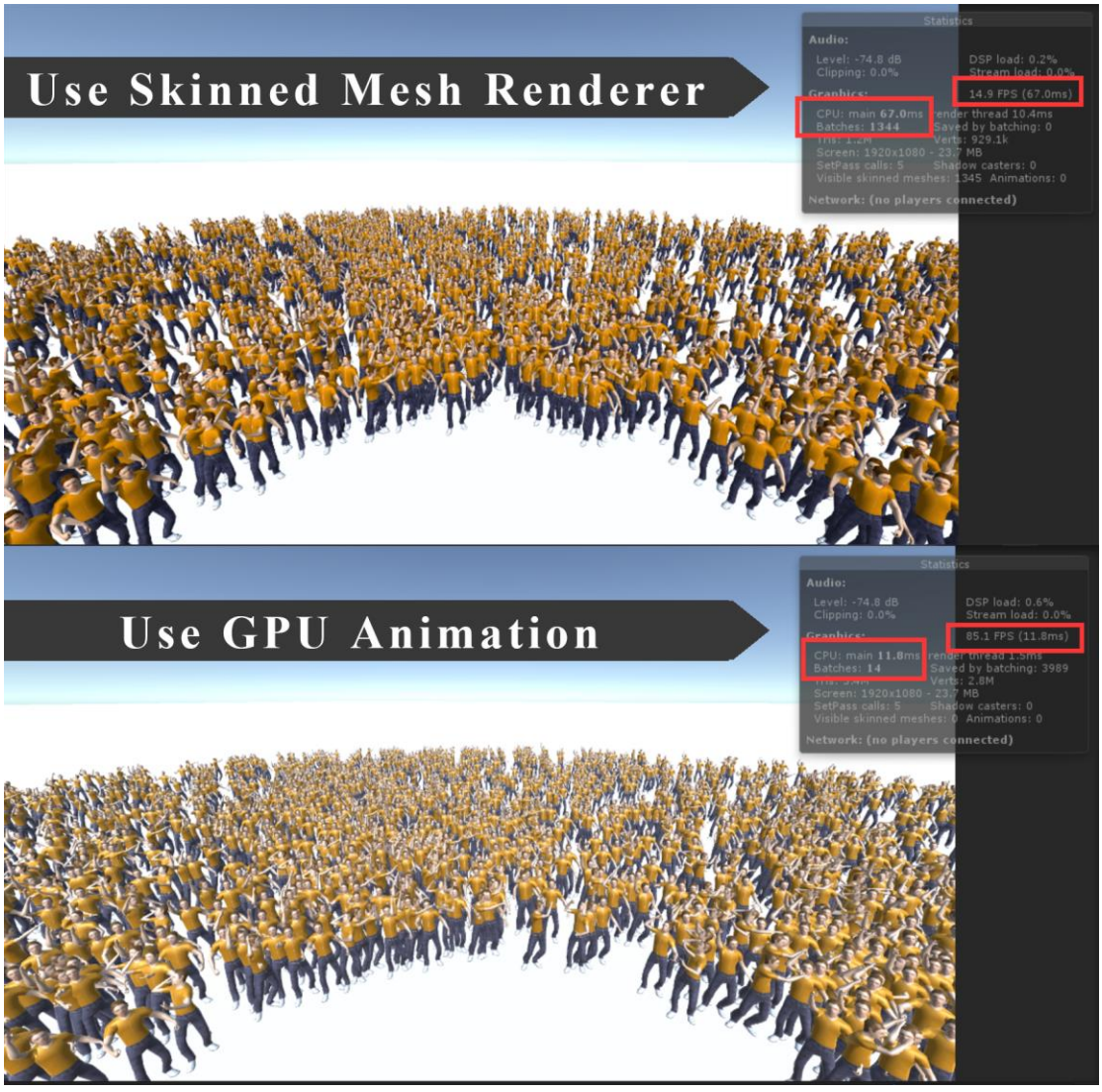
GPU Animation Baker Pro Manual

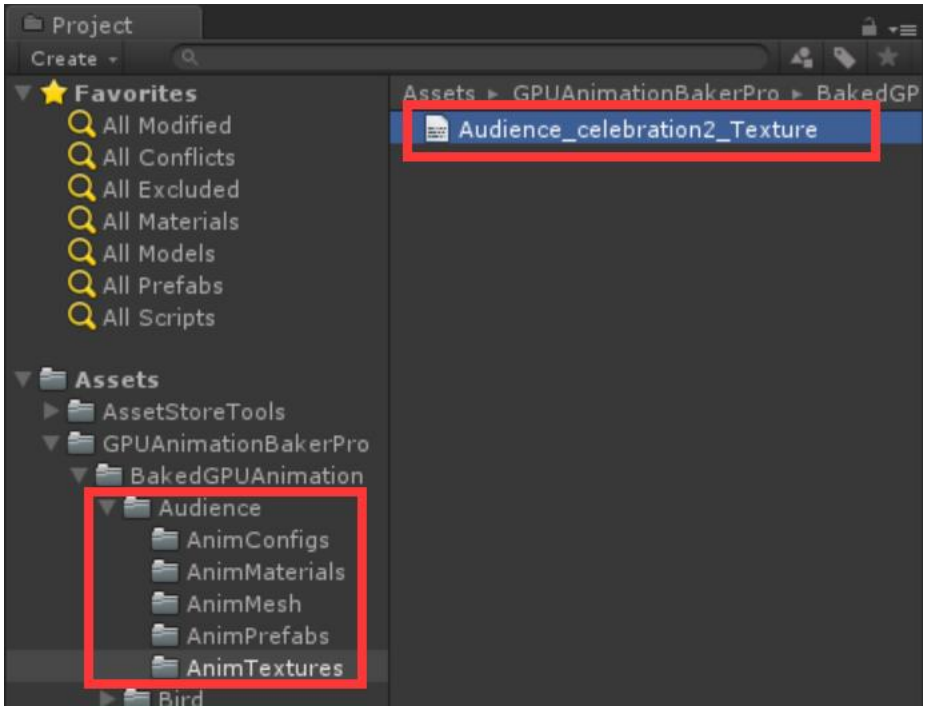
**** Remember ,please do not change the Directory Structure of this package, in order to avoid making GPU Animation Baker Pro unusable.***

1. Introduction

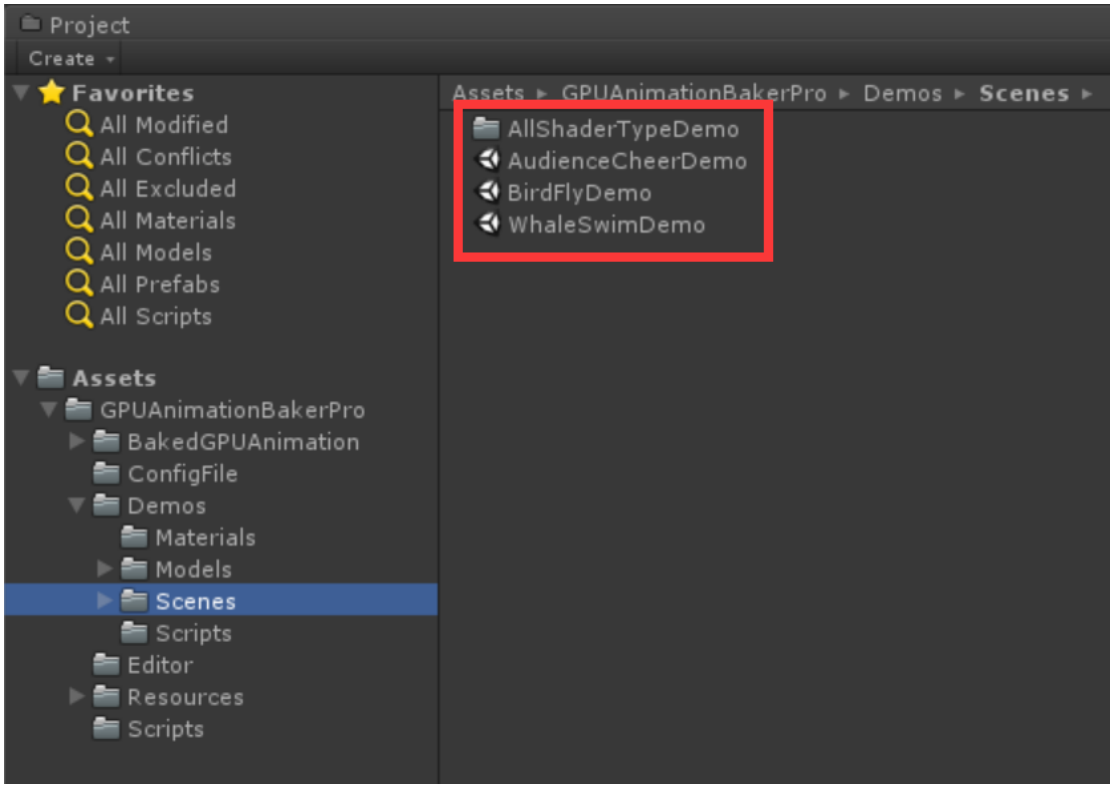
By default,when we animate a large number of skinned mesh at the same time on the screen,the frame rate is very low and the preformance is very bad. But by using GPU Animation Baker Pro tool, you can play a large number animation at the same time on screen, with great performance and better frame rate:



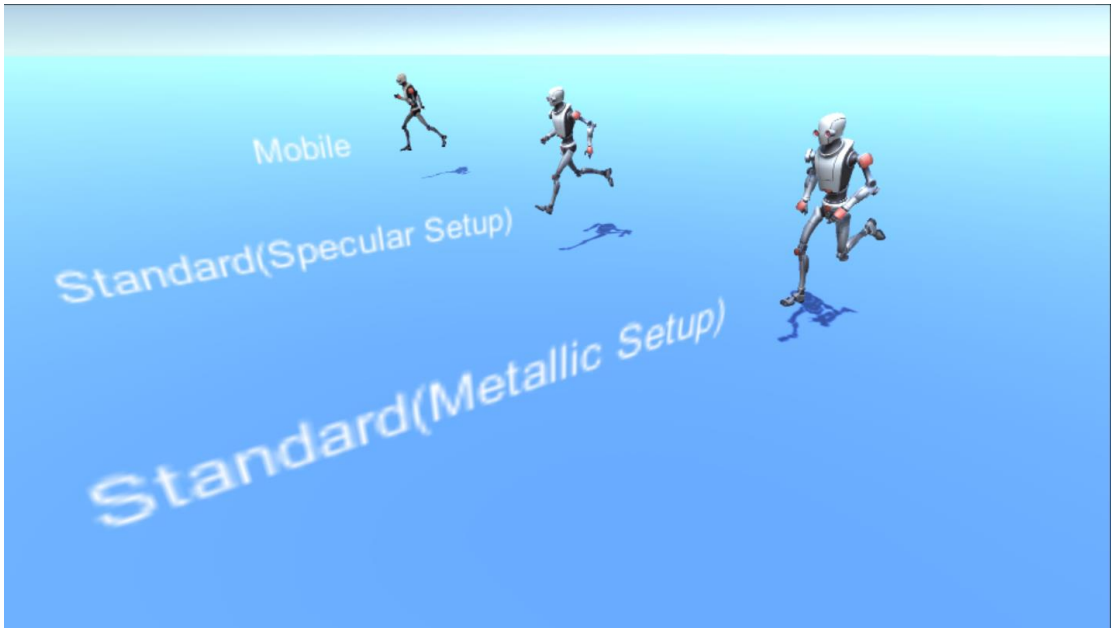
(2) GPU Animation Baker Pro can bake skeleton animation into Texture2D and skinning in GPU ,many types of skeleton animation can be sampled by this tool including Legacy, Generic, Humanoid.



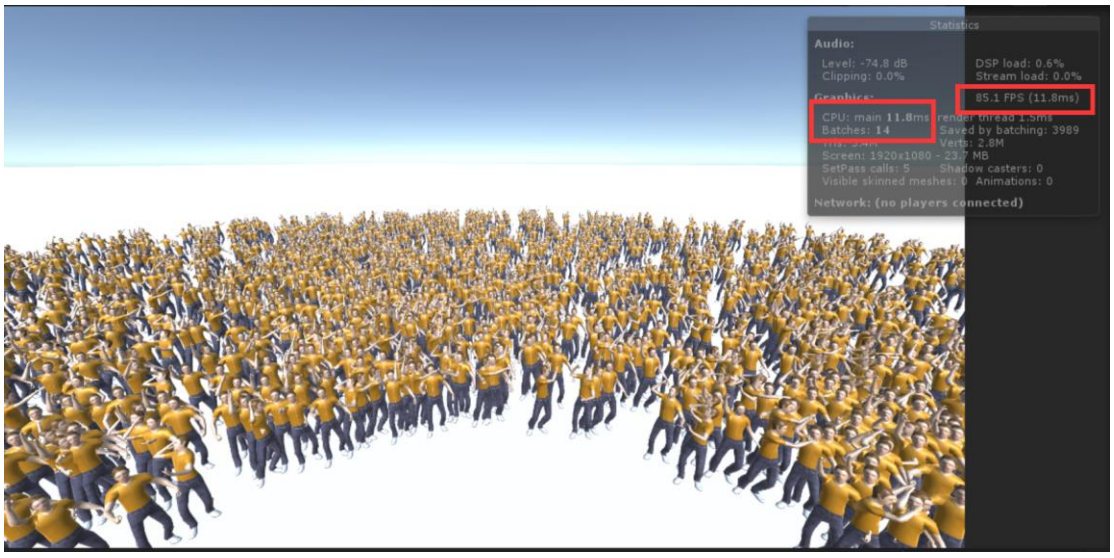
(3)In this package, there are four demo scenes:



The AllShaderTypeDemo scene shows all the shaders type that GPU Animation Baker Pro Support, and demonstrate the rendering effect about these shaders:

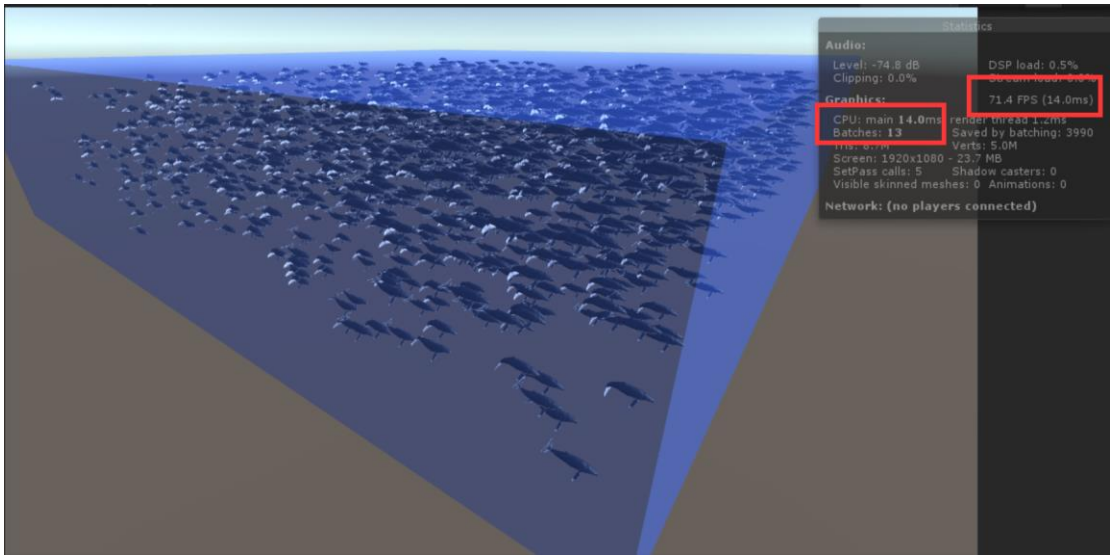


The AudienceCheerDemo scene shows the audience crowd:



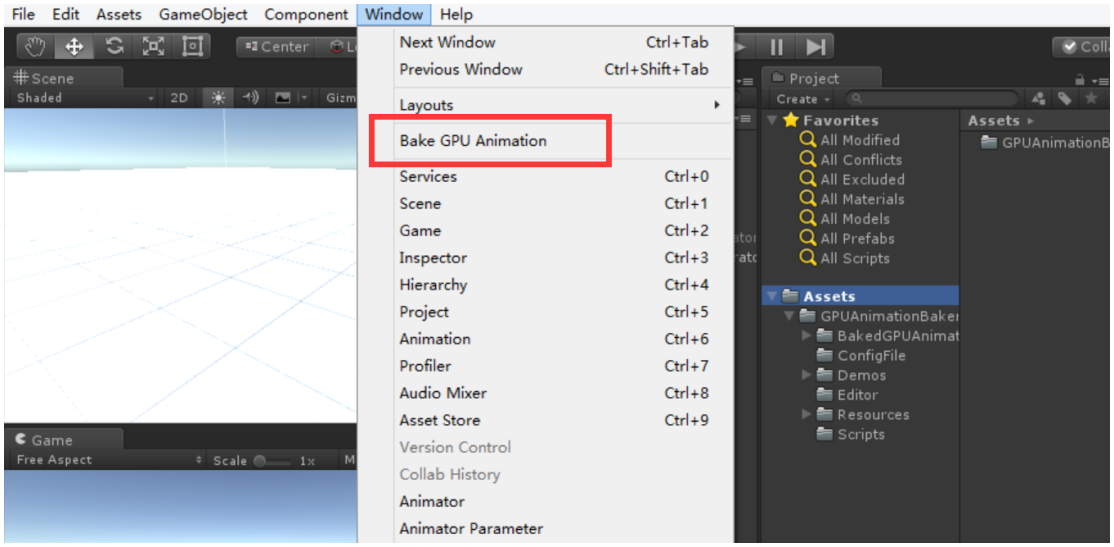
The BirdFlyDemo scene shows the bird group:

The WhaleSwimDemo scene shows the whale group:

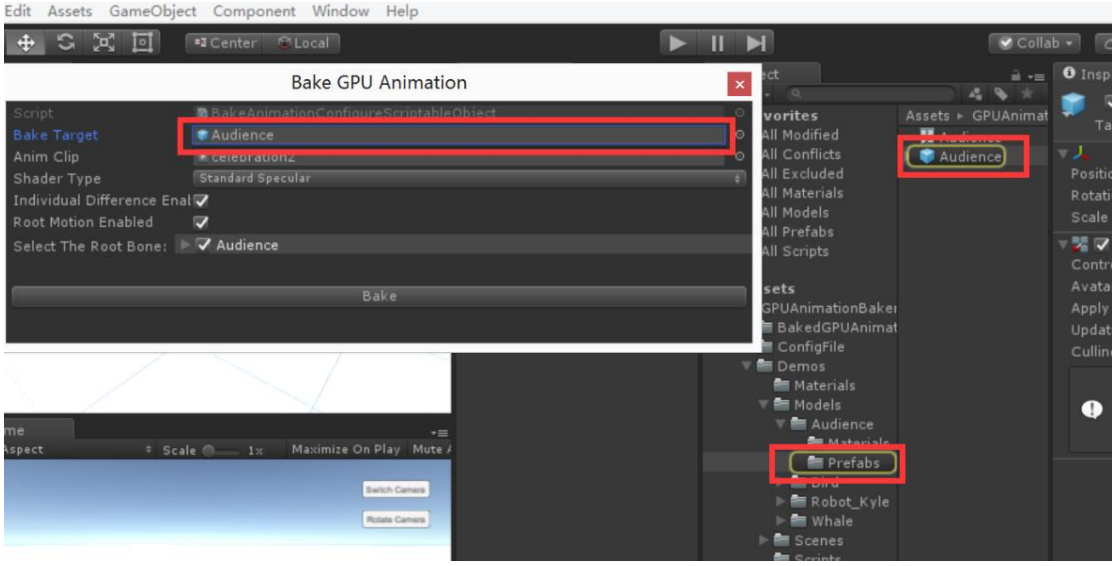


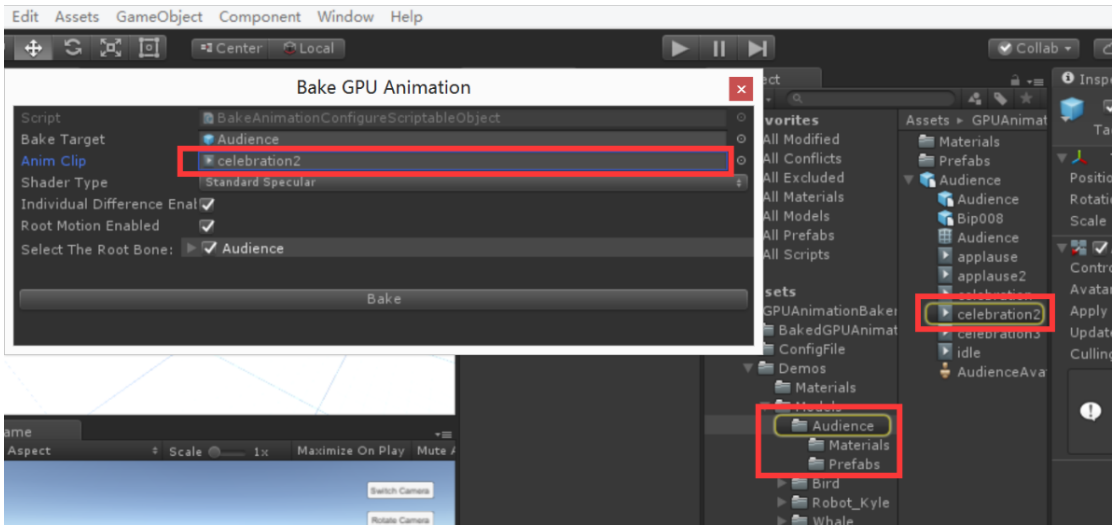
2.Bake Animation

(1).Select the Bake GPU Animation option in the Window menu and then it will pop up a window named Bake GPU Animation

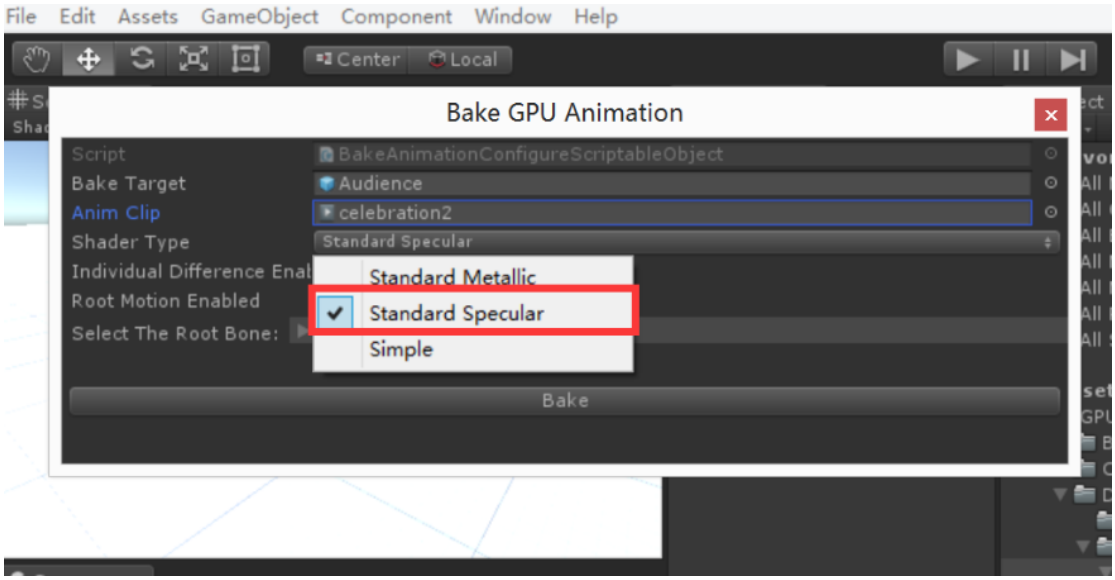


(2).Select the model and corresponding animations you want to bake:



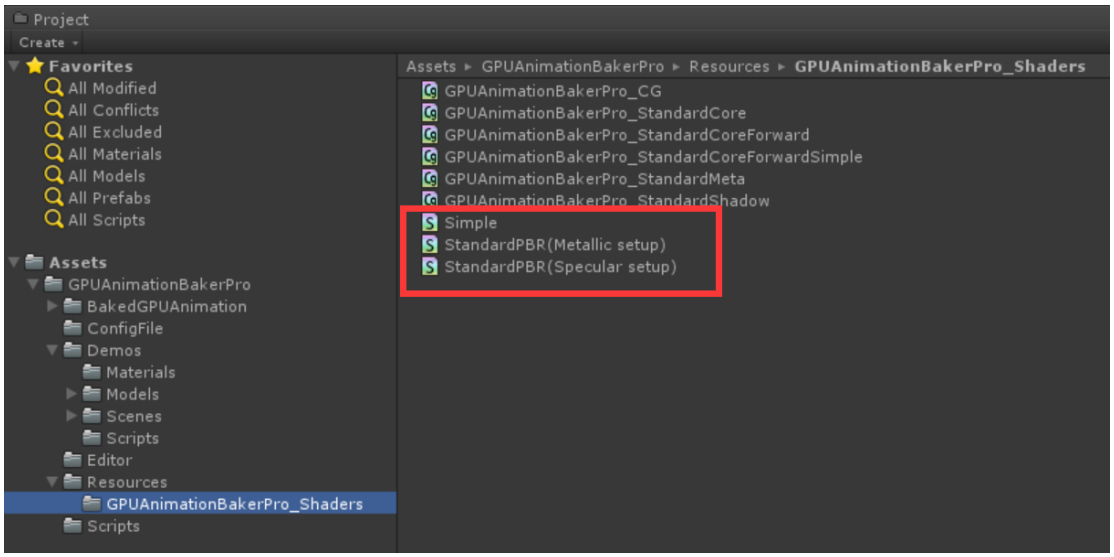


(3)Select the shader type, when baking animation is finished, the GPU Animaton Baker Pro will use the shader of your selected to renderer the model and corresponding animation.

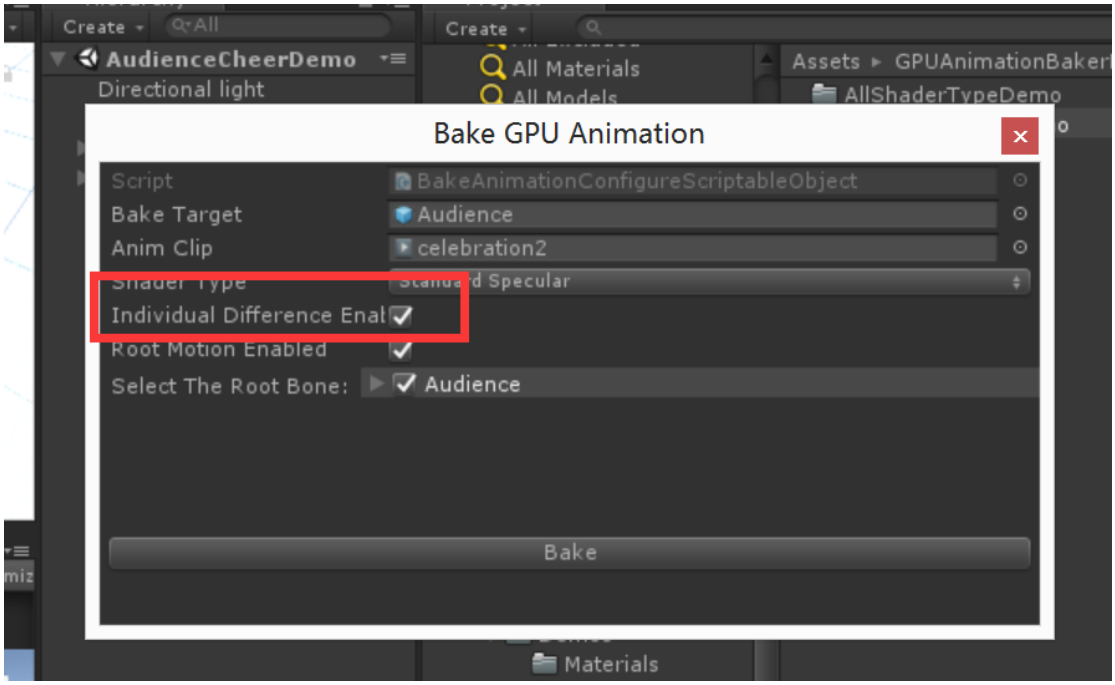


The source code of these shaders are located at :

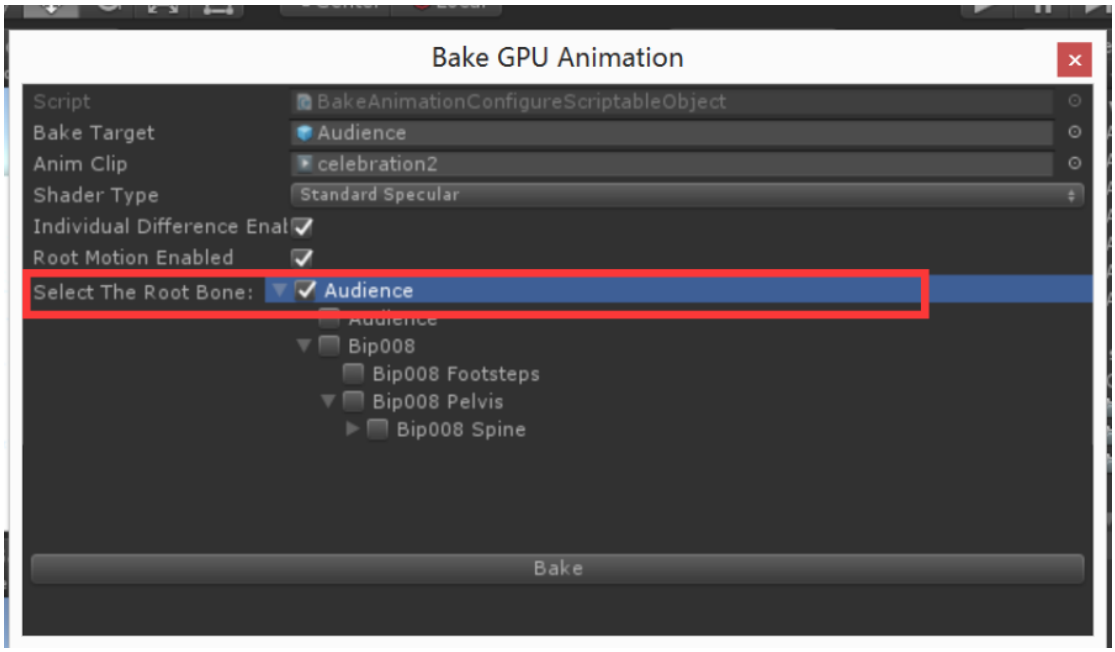
Assets/GPUAnimationBakerPro/Resources/GPUAnimationBakerPro_Shaders/



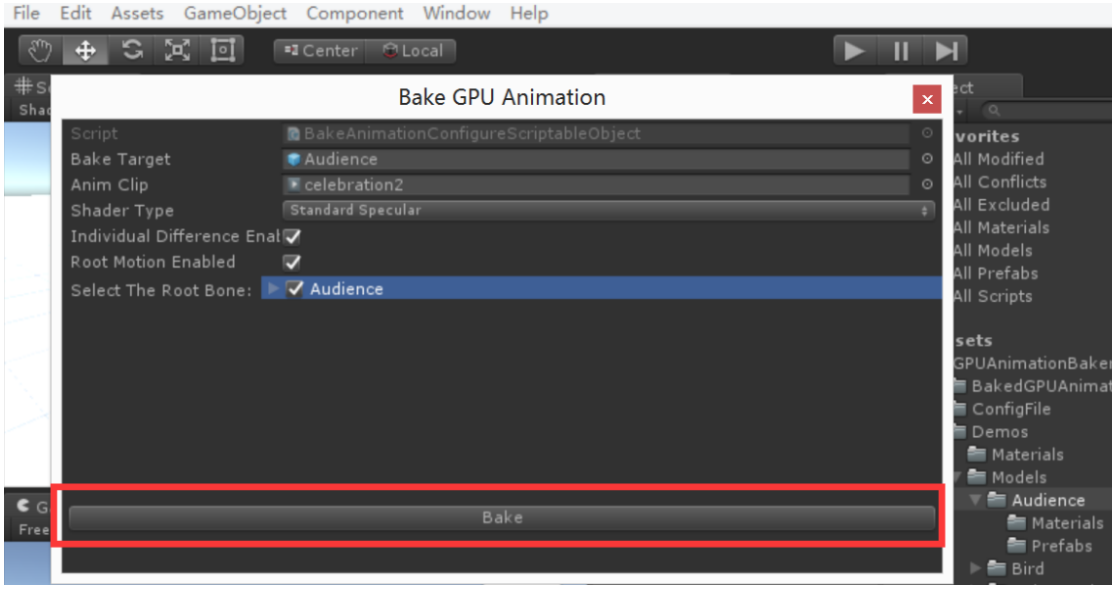
(4)Enable *the Individual Difference Enable* Field means, when we instantiate a crowd about this animation, the movement of each individual in this crowd looks different.Disable this field, the movement of each individual in this crowd will looks the same:

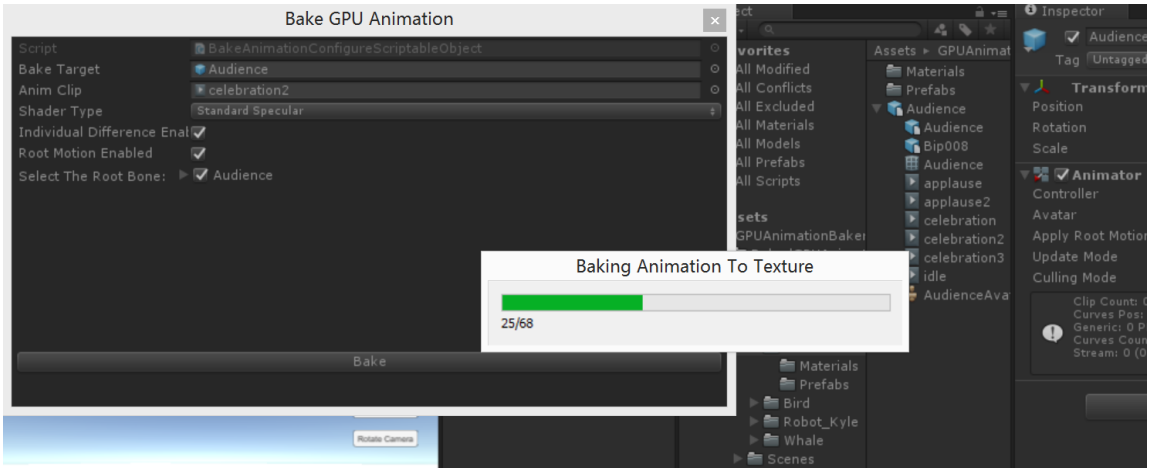


(5)Choose a root bone of the model you just selected:

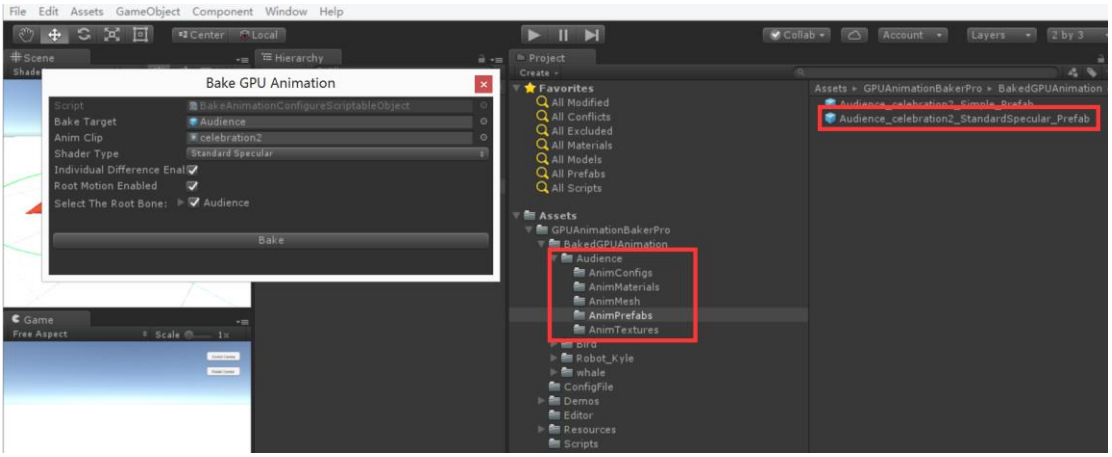


(6). Press the Bake button,the GPU Animation Baker will bake the animation of corresponding model,and display the baking progress at real time.



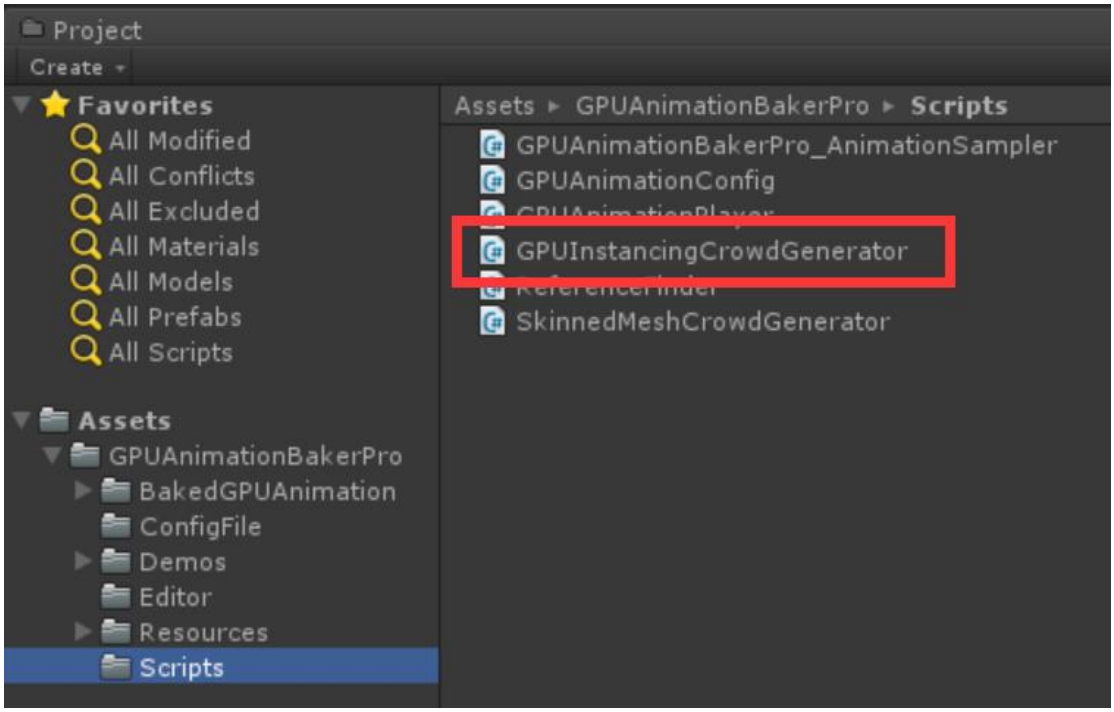


(7)When baking is completed,the GPU Animation Baker Pro will generate all the baked data under the folder named BakedGPUAnimation,and it will save the final animation result as a prefab which could use directly:

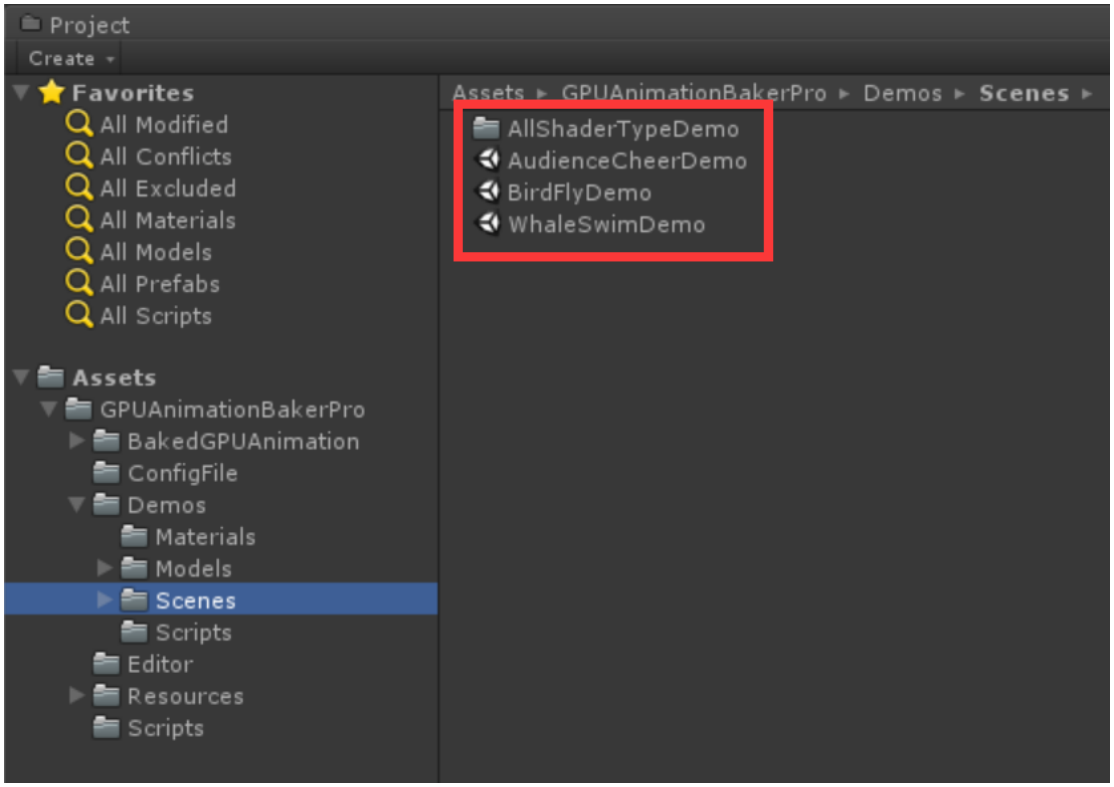


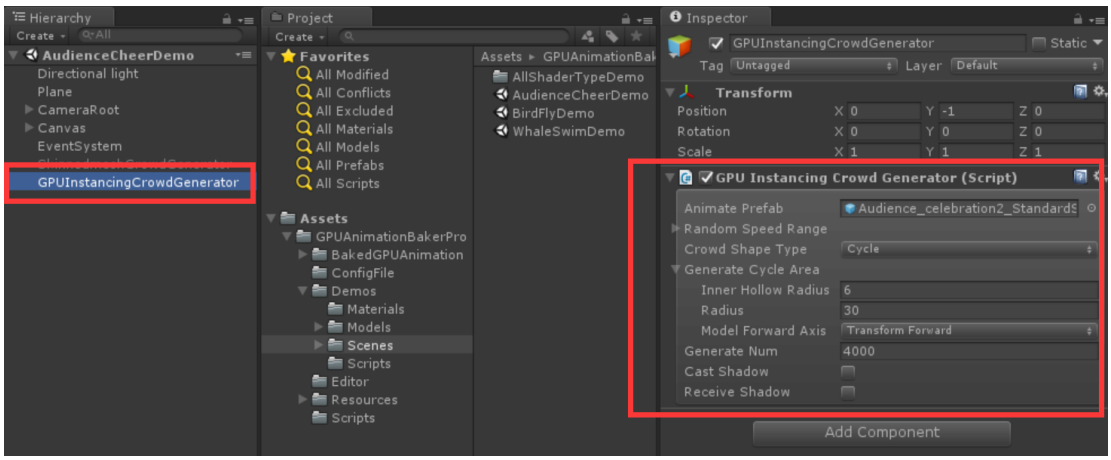
3.Use the GPU Instancing Crowd Generator

(1)The GPU Instancing Crowd Generator is in the folder named Scripts:

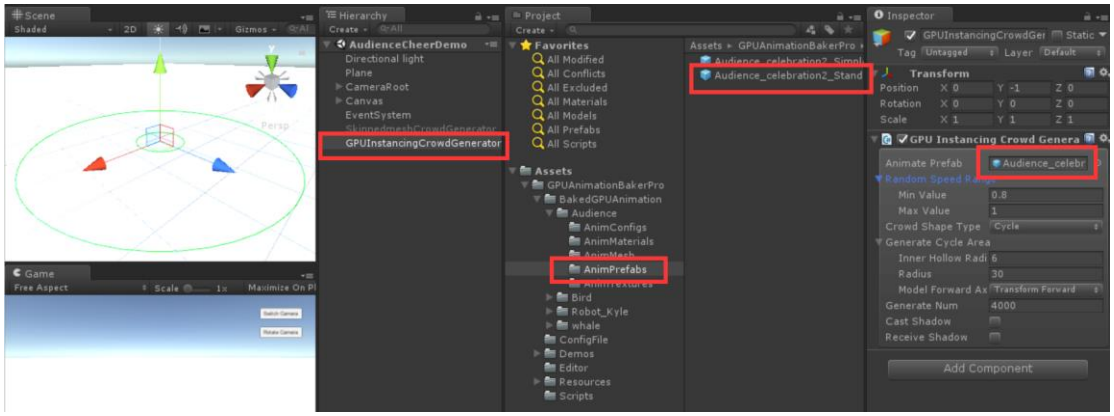


(2)Open a scene and create a empty gameObject,name it GPUInstancingCrowdGenerator,then add the GPUInstancingCrowdGenerator script to it.

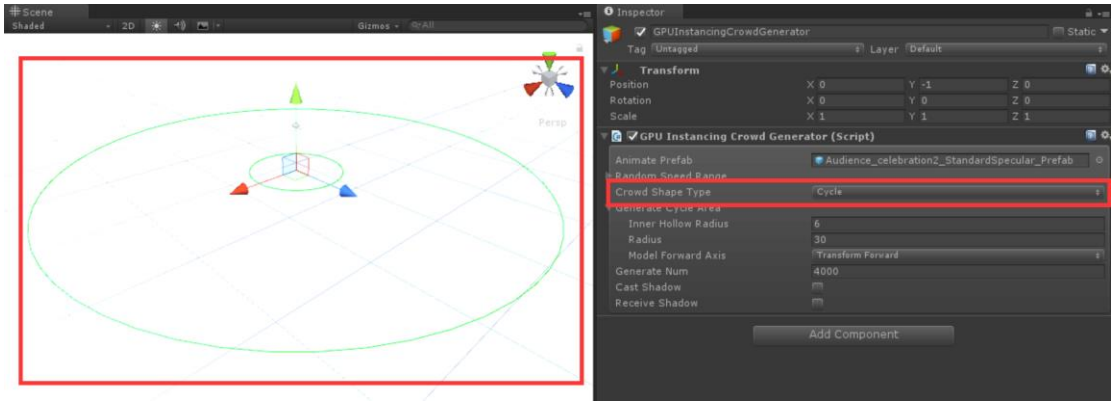


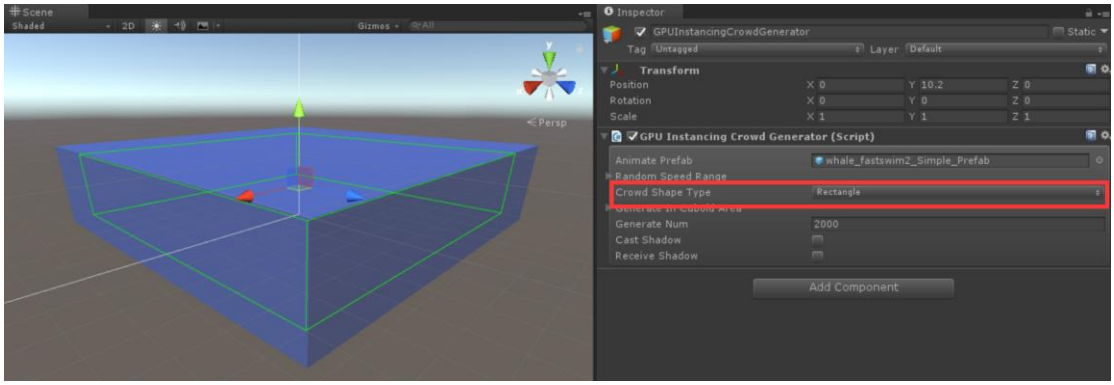


(3)Selected the animation prefab we just baked,and assign it to the Animate Prefab field

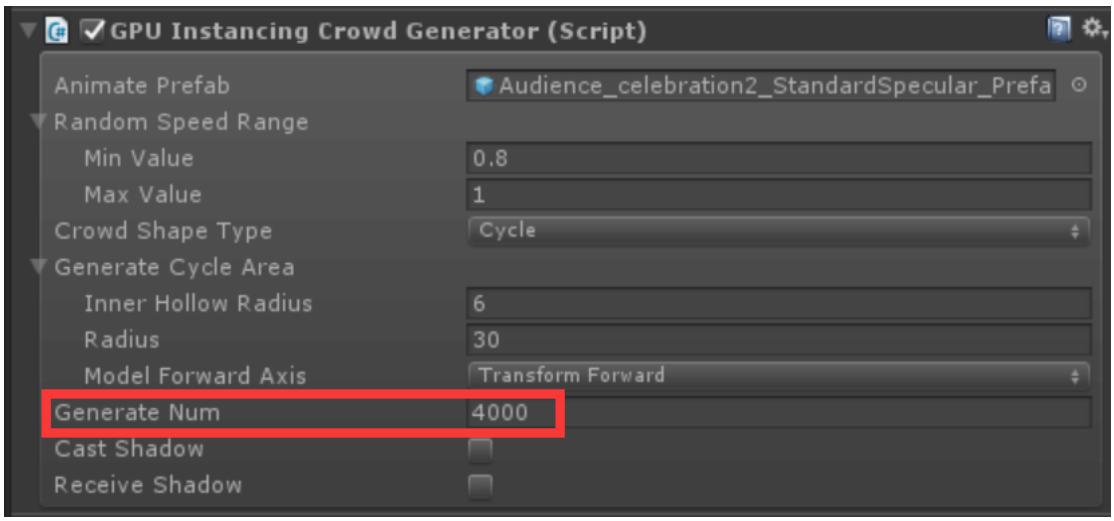


(4)Selected the crowd shape type you want to create,there are two types about this field, the Cycle or Rectangle.

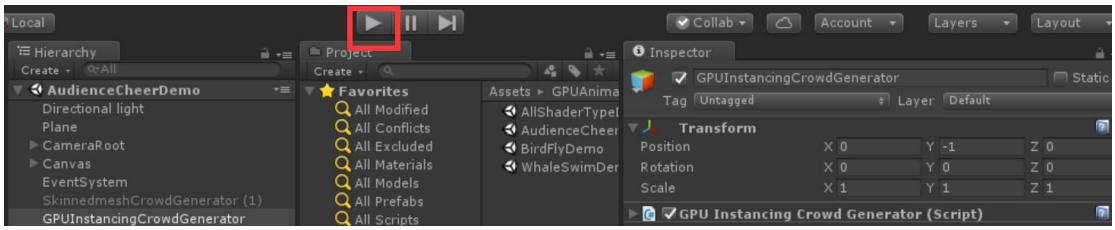


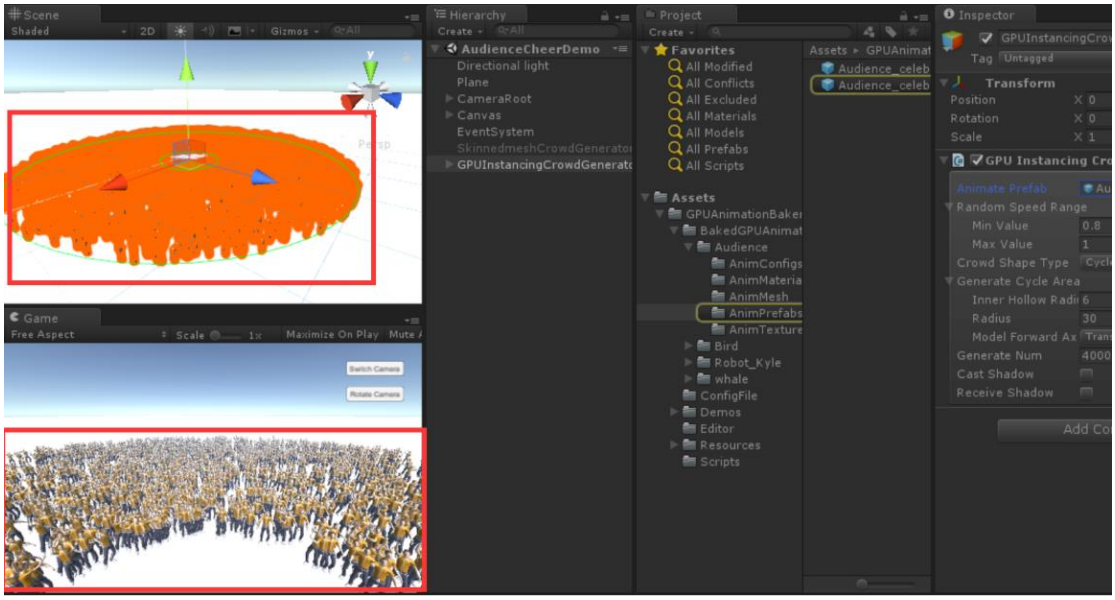


(5).Set the Generate Num field, this field stands for the num of individual this generator will created

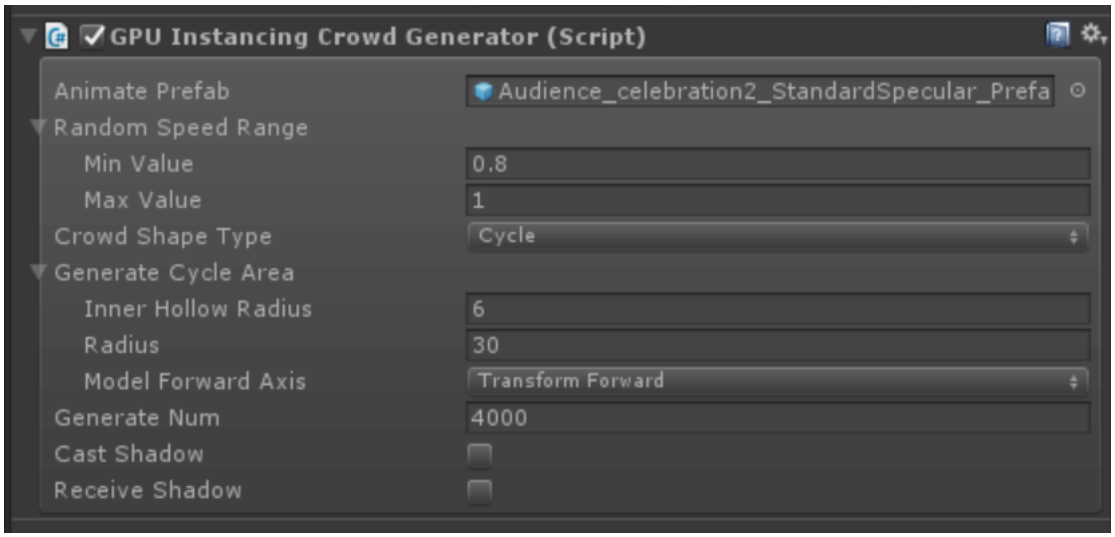


(6).Press the play button,then the crowd will be generated:





The introduction of GPU Instancing Crowd Generator's parameters:



Animate Prefab: the animation prefab baked by GPU animation baker.
Random Speed Range: the play speed's range of each individual in crowd.
Generate Cycle Area: the crowd shape type this generator will created
Generate Num: the num of individual this generator will created
Cast Shadow: whether the individuals in crowd will cast shadow or not
Receive Shadow: whether the individual in crowd will receive shadow or not

4.More

If you have any questions,please email me: swordmaster0080@gmail.com