**从模型中抽取动画文件**

Posted on 2013年07月01日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 108 次

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|  |  |
| --- | --- |
| 001 | **using** UnityEditor; |
| 002 |  |
| 003 | **using** UnityEngine; |
| 004 |  |
| 005 | **using** System.IO; |
| 006 |  |
| 007 |  |
| 008 |  |
| 009 | **public** **class** CurvesTransferer |
| 010 |  |
| 011 | { |
| 012 |  |
| 013 | [MenuItem(“Character Generator/Transfer Clip Curves to Copy”)] |
| 014 |  |
| 015 | **static** **void** CopyClip() |
| 016 |  |
| 017 | { |
| 018 | *//Unity3D教程手册：www.unitymanual.com* |
| 019 | **foreach** (**Object** o **in** Selection.GetFiltered(typeof(**Object**), SelectionMode.DeepAssets)) |
| 020 |  |
| 021 | { |
| 022 |  |
| 023 | **if** (!(o is GameObject)) **continue**; |
| 024 |  |
| 025 | **if** (!o.name.Contains(“@”)) **continue**; |
| 026 |  |
| 027 | GameObject animationFBX = (GameObject)o; |
| 028 |  |
| 029 |  |
| 030 |  |
| 031 | AnimationClip srcClip = animationFBX.animation.clip; |
| 032 |  |
| 033 | AnimationClip newClip = new AnimationClip(); |
| 034 |  |
| 035 | newClip.name = srcClip.name; |
| 036 |  |
| 037 |  |
| 038 |  |
| 039 | *// Create directory to store generated materials.* |
| 040 |  |
| 041 | **if** (!Directory.Exists(AnimationsPath(animationFBX))) |
| 042 |  |
| 043 | Directory.CreateDirectory(AnimationsPath(animationFBX)); |
| 044 |  |
| 045 |  |
| 046 |  |
| 047 | **string** animationPath = AnimationsPath(animationFBX) + newClip.name + “.anim”; |
| 048 |  |
| 049 |  |
| 050 |  |
| 051 | AssetDatabase.CreateAsset(newClip, animationPath); |
| 052 |  |
| 053 | AssetDatabase.Refresh(); |
| 054 |  |
| 055 | *//Unity3D教程手册：www.unitymanual.com* |
| 056 |  |
| 057 | AnimationClipCurveData[] curveDatas = AnimationUtility.GetAllCurves(srcClip, **true**); |
| 058 |  |
| 059 | **for** (**int** i = ; i < curveDatas.Length; i++) |
| 060 |  |
| 061 | { |
| 062 |  |
| 063 | AnimationUtility.SetEditorCurve(newClip, curveDatas[i].path, curveDatas[i].type, curveDatas[i].propertyName, curveDatas[i].curve); |
| 064 |  |
| 065 | } |
| 066 |  |
| 067 | } |
| 068 |  |
| 069 | } |
| 070 |  |
| 071 |  |
| 072 |  |
| 073 | *// Returns the path to the directory that holds the specified FBX.* |
| 074 |  |
| 075 | **static** **string** CharacterRoot(GameObject character) |
| 076 |  |
| 077 | { |
| 078 |  |
| 079 | **string** root = AssetDatabase.GetAssetPath(character); |
| 080 |  |
| 081 | **return** root.Substring(, root.LastIndexOf('/') + ); |
| 082 |  |
| 083 | } |
| 084 |  |
| 085 |  |
| 086 |  |
| 087 | *// Returns the path to the directory that holds materials generated* |
| 088 |  |
| 089 | *// for the specified FBX.* |
| 090 |  |
| 091 | **public** **static** **string** AnimationsPath(GameObject character) |
| 092 |  |
| 093 | { |
| 094 |  |
| 095 | **return** CharacterRoot(character) + “Copy Animations/”; |
| 096 |  |
| 097 | } |
| 098 |  |
| 099 | } |
| 100 |  |
| 101 |  |