



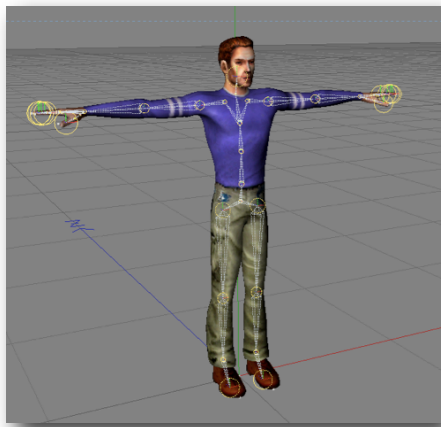
## Cinema 4D - WorkFlow

# Mixamo animations onto your Cinema 4D character

## Specs:

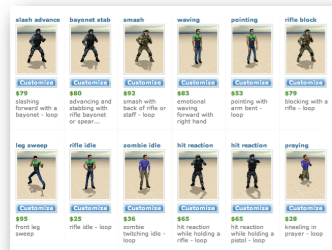
- Mixamo motions are applied to the character's skeleton
- Bones structure is user's custom

## In Cinema 4D



**1. Start from your rigged character and File > Export in FBX 2010.0 format** (character in t-pose, default export settings of FBX plugin, with Y-up orientation)

## In Mixamo



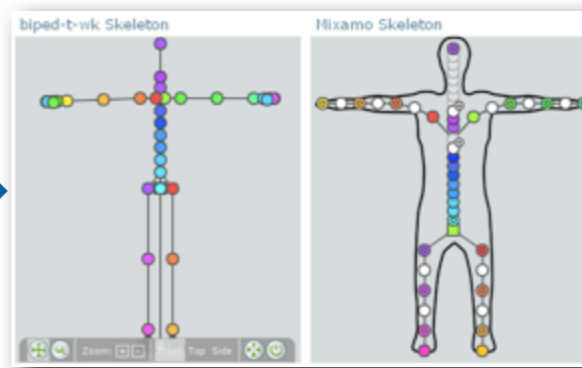
### 2. Select a Motion Model

- Mixamo has hundreds of motions models
- Many more being added each week



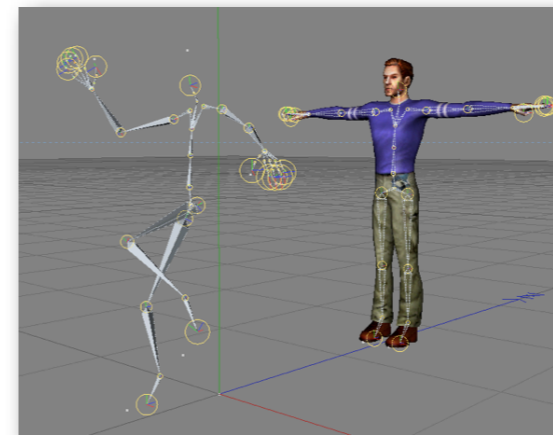
**3. Design & Synthesize Motion** using built-in sliders & controls

**FBX Upload**

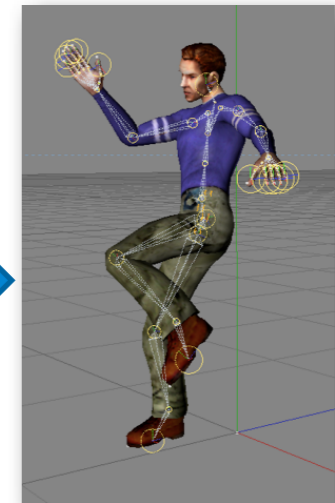


**4. Upload your model FBX**  
- Automatic mapping for standard joints naming conventions)

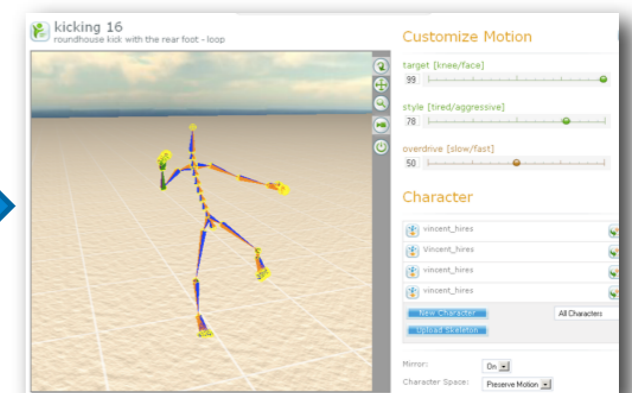
## In Cinema 4D



**6. File > Merge the downloaded FBX file back into Cinema 4D.** A skeleton (B) identical to the one of your character but with motion applied will be loaded in the scene. Selecting all joints press the "key" button to make sure both skeletons have at least one keyframe on all curves.



**7. Copy motion onto your character skeleton.** In the Timeline editor (Show F-Curves) select all the curves of skeleton (B) and copy them. Open the Timeline of character (A) after selecting all joints and paste the curves. At this point you can delete skeleton (B).



**5. Final Preview & Download**  
- Preview to your heart's content  
- Only download when you're satisfied in FBX format