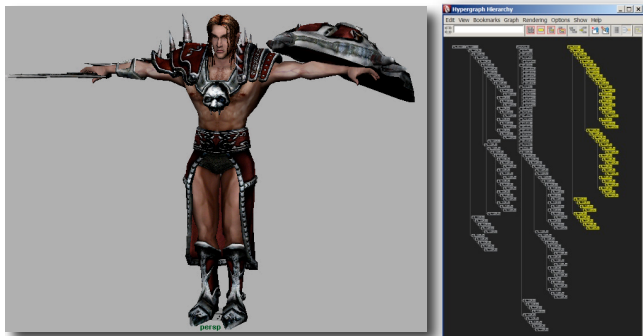




Maya FBK - WorkFlow

A. Importing Mixamo animations on **Maya FBK Control Rig**.

In Maya



1. Export FK skeleton from Maya FBK.

Select the FBK FK skeleton (starts with node hipsFK), make a copy, rename the root joint to the same as the original (hipsFK), and export the newly created FK skeleton hierarchy in FBX format (character in t-pose, default export settings of FBX plugin, Y-up). **IMPORTANT: Mixamo only needs the FK joints of your rig. Make sure your character is in t-pose on frame 0 of the scene.**

FBX Upload

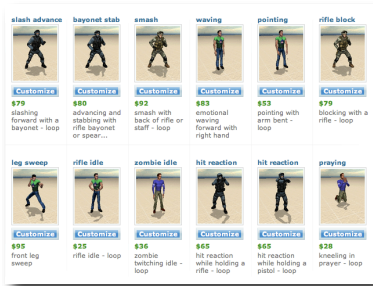
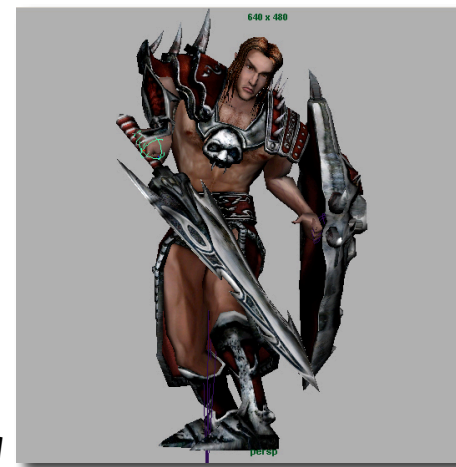
6. Import the downloaded FBX file back into Maya.

File > Import and Select "Update Scene" in the FBX import plugin and check the "Fill Timeline" to update the timeline of your scene. Select all the joints of the updated FK skeleton and select all the imported keys. Select the corresponding FK joints in the original FBK rig and paste the keys.

Note :

If you are using older versions of Maya/FBX plugin you may be able to import with "Update Scene" option directly on the FBK FK rig.

In Maya



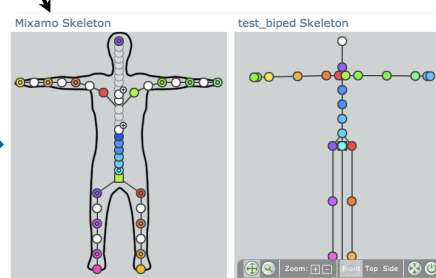
2. Select a Motion Model

- Mixamo has over two hundred motions models
- Many more being added each week



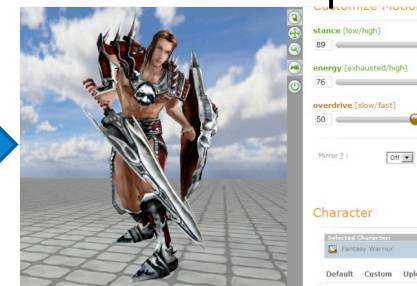
3. Design & Synthesize Motion

using built-in sliders & controls



4. Upload your FBX model

- If your character is rigged using Maya FBK or its naming convention it will map automatically



5. Final Preview & Download

- Preview to your heart's content
- Only download when you're satisfied, in FBX format