



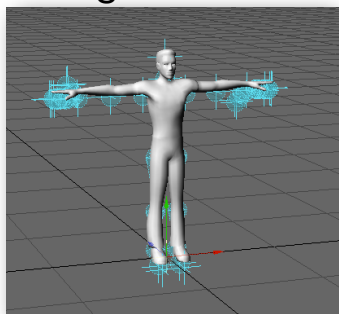
Lightwave - WorkFlow

How to apply Mixamo animations to your Lightwave character

Specs:

- Mixamo motions are applied to the character's skeleton
- Skeleton must be in bone format, not skelegons
- Root should not be parented to model

In Lightwave

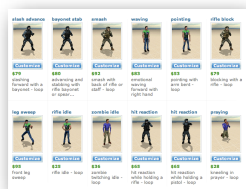


1. Start from your rigged character and File > Import/Export > Export FBX in FBX 200900 format

(character in t-pose, with Y-up orientation, facing +Z)

FBX Upload

In Mixamo



2. Select a Motion Model

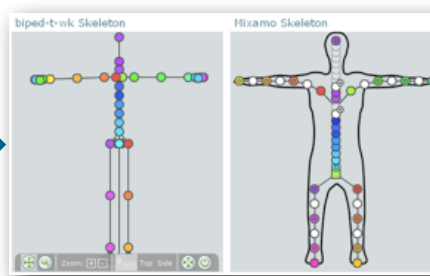
- Mixamo has hundreds of motions models
- Many more being added each week



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

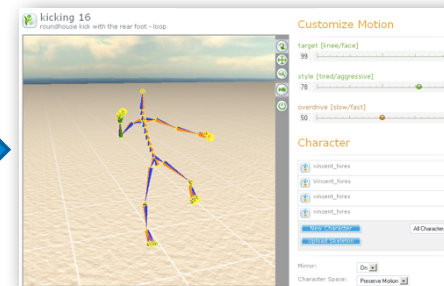
4. Upload your model FBX

- Automatic mapping for standard joints naming conventions)

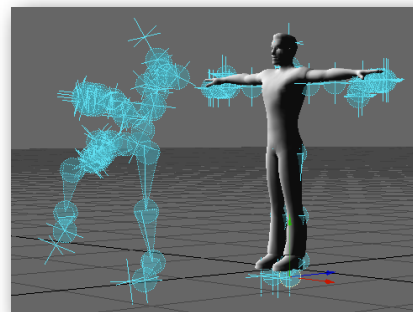


5. Final Preview & Download

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



In Lightwave



6. File > Load Scene > Load Items from Scene, and select the downloaded FBX file back into Lightwave.

Be sure to select "Merge only motion envelopes" in the loading window. A skeleton (B) identical to the one of your character but with motion applied will be loaded in the scene.



7. Copy motion onto your character skeleton.

Adjust the timeline to match the number of keys downloaded. In the Scene editor select all the keys on each bone of skeleton (B) and copy them to the corresponding bone on skeleton (A). At this point you can delete skeleton (B).