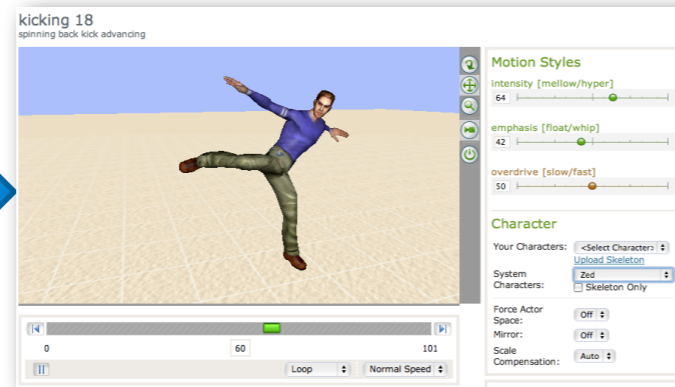
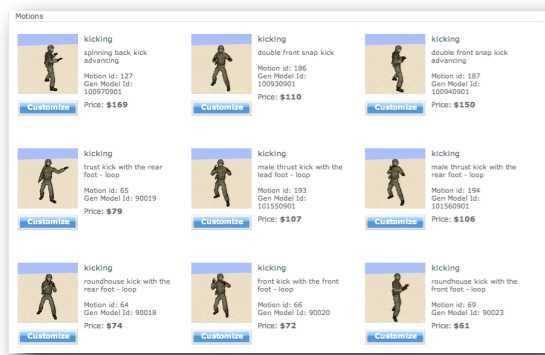


mixamo

Maya - WorkFlow

Use Case A : Motion on mixamo character

In Mixamo



In Maya



1. Select a Motion Model

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

2. Design & Synthesize Motion

...using built-in sliders & controls

3. Final Preview & Download with desired mixamo character

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

4. Import the downloaded motion and character in Maya.

(File > Import and select the downloaded FBX file).

Use Case B : Applying motion on custom character

In Maya



1. Generate your model and export in FBX format

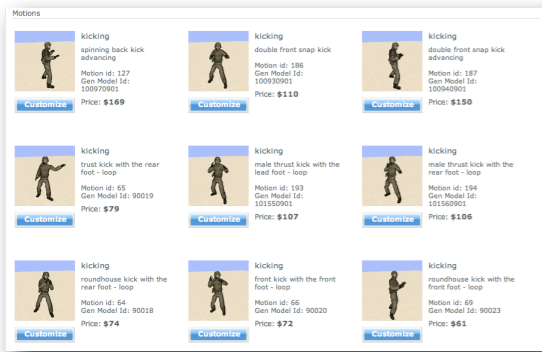
In Maya



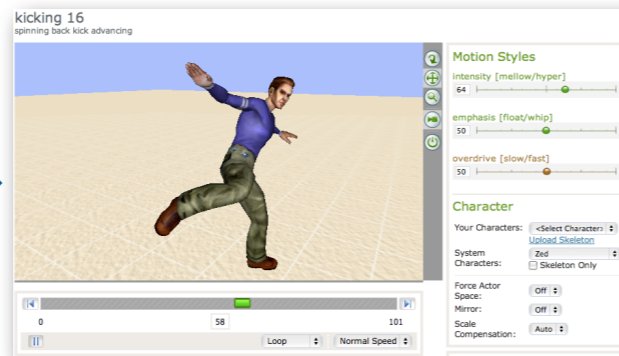
6. Import the downloaded FBX motion into Maya.
(File > Import and Select "Update Scene" in the FBX import plugin)

FBX Upload

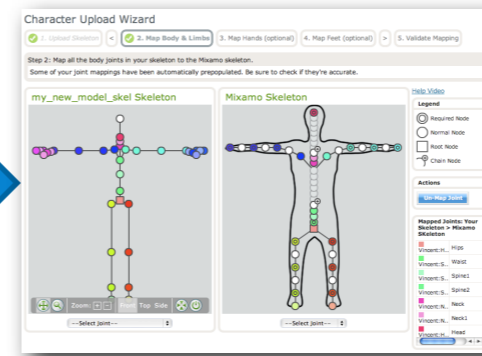
In Mixamo



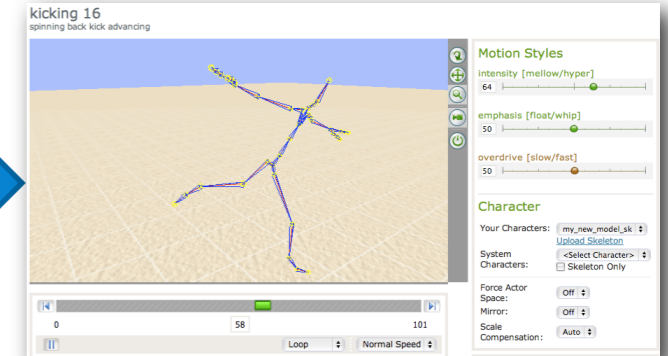
2. Select a Motion Model
- Mixamo has hundreds of online motions
- Many more being added each week



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



4. Upload your model FBX
(automatic mapping for standard rigs)



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