

Mixamo Frequently Asked Questions

Q: What is Mixamo?

Mixamo is the first online service that offers 3D game developers the power to create and customize production-quality character animations in a fraction of the time required by traditional methods. Combining the quality and realism of motion capture with the customization provided by keyframing, Mixamo greatly simplifies the character animation process. By providing an expansive collection of production-quality animations that may be seamlessly retargeted in real-time to a user's 3D character, Mixamo enables artists to create high-quality character animation in seconds instead of days.

Q: How does Mixamo work?

Mixamo's foundation offers the ability to synthesize motions from mathematical models learned by analyzing high-quality motion capture data. These motion models provide users with high-level controls for creating and customizing compelling 3D animations quickly and conveniently. Mixamo animations may be downloaded in perfect loops ready for in-game content or combined into longer sequences for cut scenes or general use.

Mixamo motions can be seamlessly re-targeted in real-time to the user's character, and may be downloaded using proprietary keyframe reduction algorithms, making it easier for animators to further refine animations.

Q: Who uses Mixamo?

Professional game development studios utilize Mixamo for tasks including character animation, pre-visualization and pre-production. Mixamo's 24 hour online availability reduces the need for expensive motion-capture data processing and studio rental, offering animators and game programmers a faster way to create compelling 3D animations.

Mixamo additionally allows handheld and mobile game developers to reduce time in creating character animations to align with short production spans and short delivery deadlines.

Q: Where can users purchase Mixamo animations? What is the price?

All animations may be easily purchased via www.mixamo.com.

The average Mixamo promotional price, including the ability to re-target the motions to uploaded skeletons, is USD \$35 per second of motion. Traditional 3D character animation processes acquire costs nearing \$100 -200 per second of motion, due to labor and processing expenses.

Q: Will Mixamo fit into my existing workflow?

Mixamo seamlessly fits within all animation pipelines supporting FBX, Collada and bvh file formats that download into existing scenes. Mixamo also provides a service that allows the user to bake animations into control rigs, as needed, providing better support into existing keyframe animation pipelines.

Q: What software applications are compatible with the Mixamo Online service?

Mixamo animation data is created in industry standard file formats. These file formats offer full compatibility with most 3D animation software tools including Autodesk Maya, Autodesk 3ds Max, Autodesk Motionbuilder (through the FBX format), Autodesk Softimage XSI (through the Collada format), and Smith Micro Poser (through the bvh format).

Mixamo file formats also support most games engines, including Unity and Emergent's Gamebryo.

Q: How is Mixamo better than stock motion libraries?

Unlike stock motion libraries, Mixamo's ever-growing collection of high-quality animations offers significant customization capabilities through Mixamo's slider controls. Taking advantage of Mixamo's underlying technology, based on advanced mathematical models, users are able to create and customize unique, highly realistic 3D character animations. All motions are made from clean, high-quality motion capture data and are made available for modification and re-targeting to user's skeleton prior to purchase and download.

Q: Can users work with Mixamo on a customized motion capture service basis?

Yes. Mixamo offers customized motion capture, including the proprietary markerless motion capture service, for high-end customers. For additional information, please e-mail contact@mixamo.com.