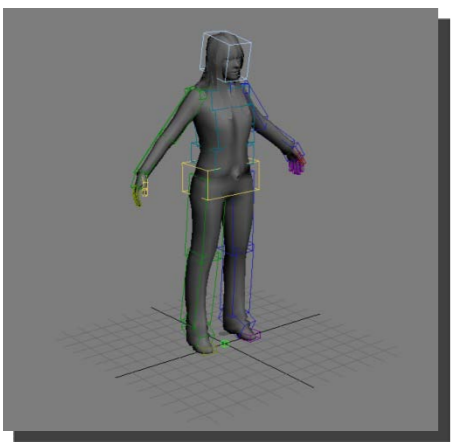




## Shiva - WorkFlow

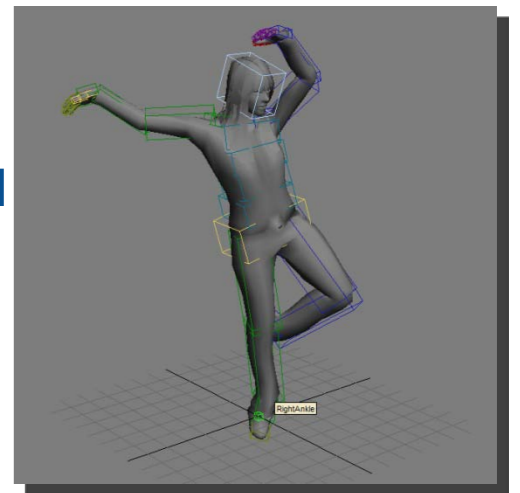
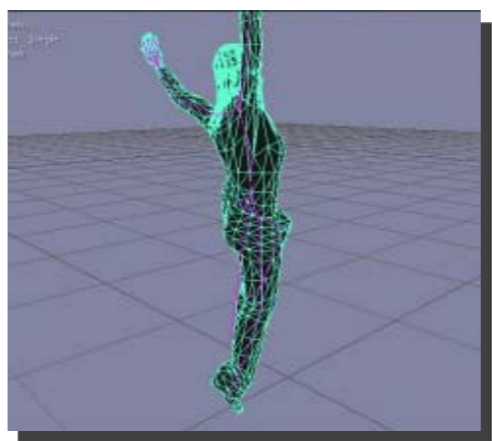
# A. Importing Mixamo animations in SHIVA

## In 3dsMax



## 7. Import the animation on a playable character

Open ShiVa Editor, General desktop, in the **DataExplorer** Module, select **Import > Model**, in "file to import", select the character exported from Max. Check Convert from Z to Yup axis and uncheck Animation in the filter part. Double click on the model to open it, In the Scene Viewer, select Display > Skeleton to show the skinning ( the pink lines ). To import the animation, select **Import > AnimClip** in the **DataExplorer**, check **Convert from Z to Y up axis** option. Drag'n'drop the new resources directly on the selected mesh, you will be asked to create an **AnimBank** ( cf animation concept ), click **Yes** To see the result, In the top left area, load the AnimBank Editor, Select **AnimBank > Open** and select the newly created animbank in the drop-down list ( auto-created animBank will inherit the mesh name ). Double click on the first field, the animation is playing !



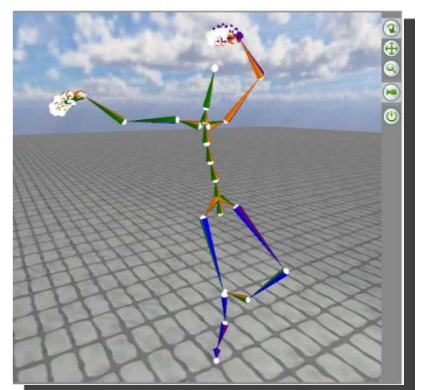
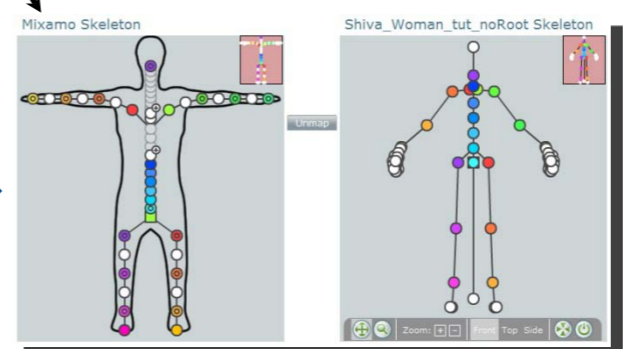
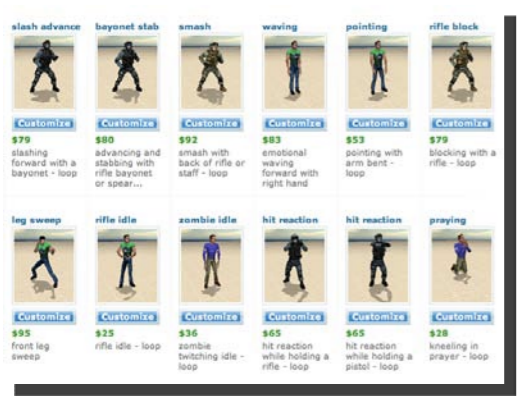
**6.** Import the downloaded FBX file back into 3dsMax. File > Import and Select "Update Scene" in the FBX import plugin. Select take mixamo.com and check the "Fill Timeline" to update the timeline of your scene. Export the scene in Collada .DAE format, with Z up.

**1.** Starting from your character in 3dsMax, select the character skeleton and export in FBX format (character in t-pose, default export settings of FBX plugin, Y-up) **IMPORTANT!** Please remove all IK controls. This is also a general rule: 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

In Shiva

In 3dsMax



**2.** Select a Motion Model  
 - Mixamo has over four hundred motion models  
 - Many more being added each week

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

**4.** Upload your model FBX  
 - If your character is rigged using 3dsMax Biped it will automap to our standard skeleton. Also adding the feet helps with foot placement

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