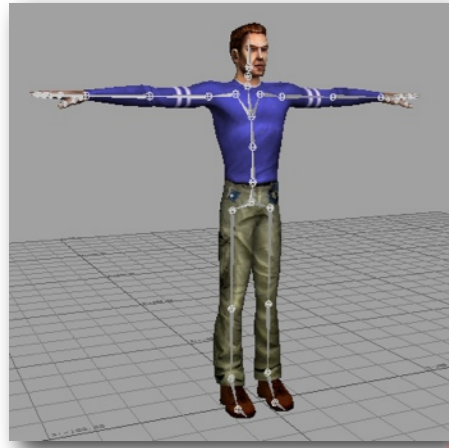




## Mixamo to Unity - WorkFlow

# Importing (**awesome!**) Character Animation in Unity in 6 steps

## 1. Start!



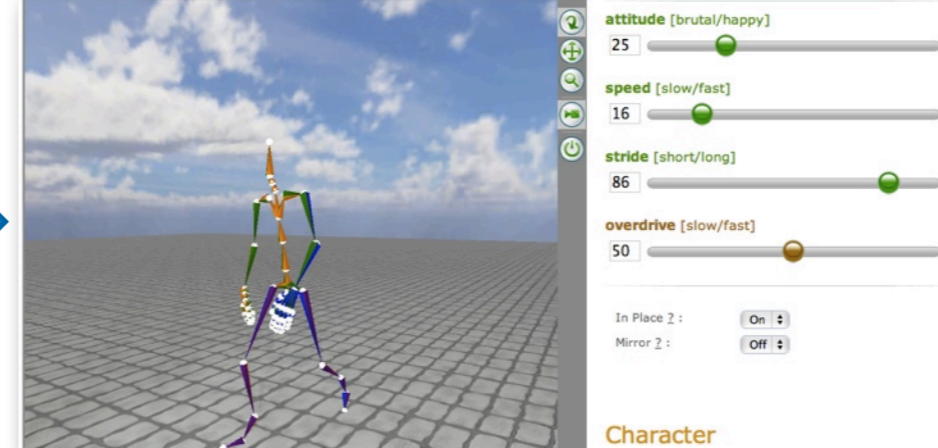
A fully rigged character you got from somewhere. There are free models you can download from Mixamo as well!

## 2. Model -> Unity



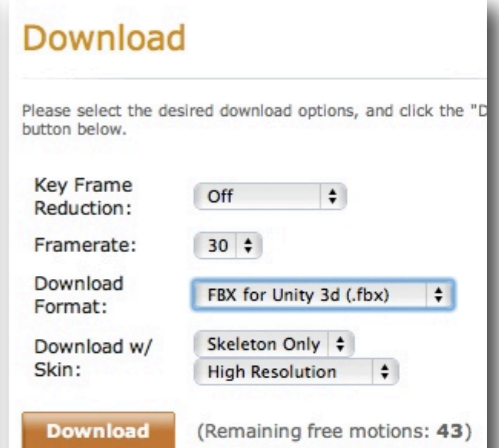
Import your character model into Unity by dragging the file into the project asset folder.

## 3. Motions



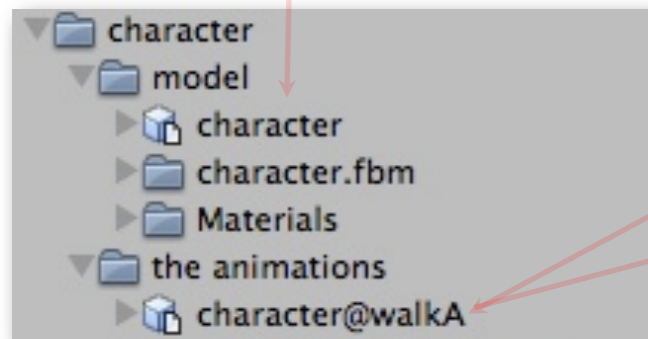
**Upload your character** into Mixamo and create the animations you want directly applied to your character! You will only view the skeleton of your character. Better results may be achieved if your character is in T-Pose.

## 4. Download



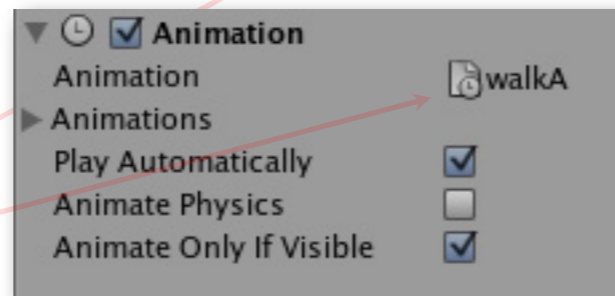
**Download** your animations in FBX for Unity3d format which comes with Unity files naming convention character@animation.FBX. The downloaded animation will contain just the skeleton and the motion which will be used to animate your character in Unity3D.

## 5. Animations -> Unity



Add the downloaded FBX to your project folder.

## 6. Add Animation Component



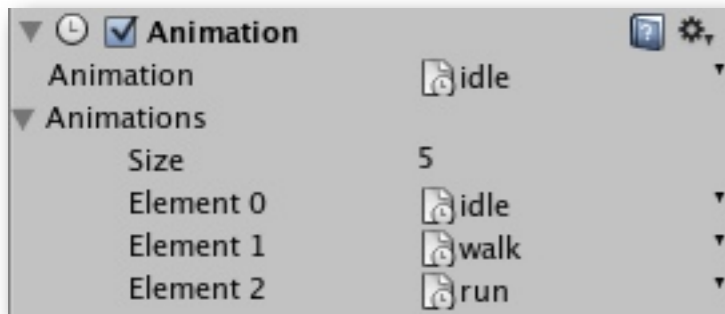
Add an animation component to your character and apply the downloaded animation to it. Play the game and your character will move accordingly.



# Creating a Playable Character in Unity in 3 minutes

## 1. More Animations!

The previous section shows you how to import an animation from Mixamo to Unity and apply it to your character. To create a playable character repeat that process ( from step 3 to 6, you need to upload your character only once) until you have a good set of animation assigned to your character in Unity.



## 2. Root Motion Controller

We have created a script called “Root Motion Computer” that will automatically read the root motion from the downloaded animation and will apply to your character controller in the same way it happens when you control your character procedurally. The animation looks the best when the original root motion can be used!

Apply the Root Motion Computer script (download link below) after applying a character controller (in Unity Component > Physics > Character Controller)

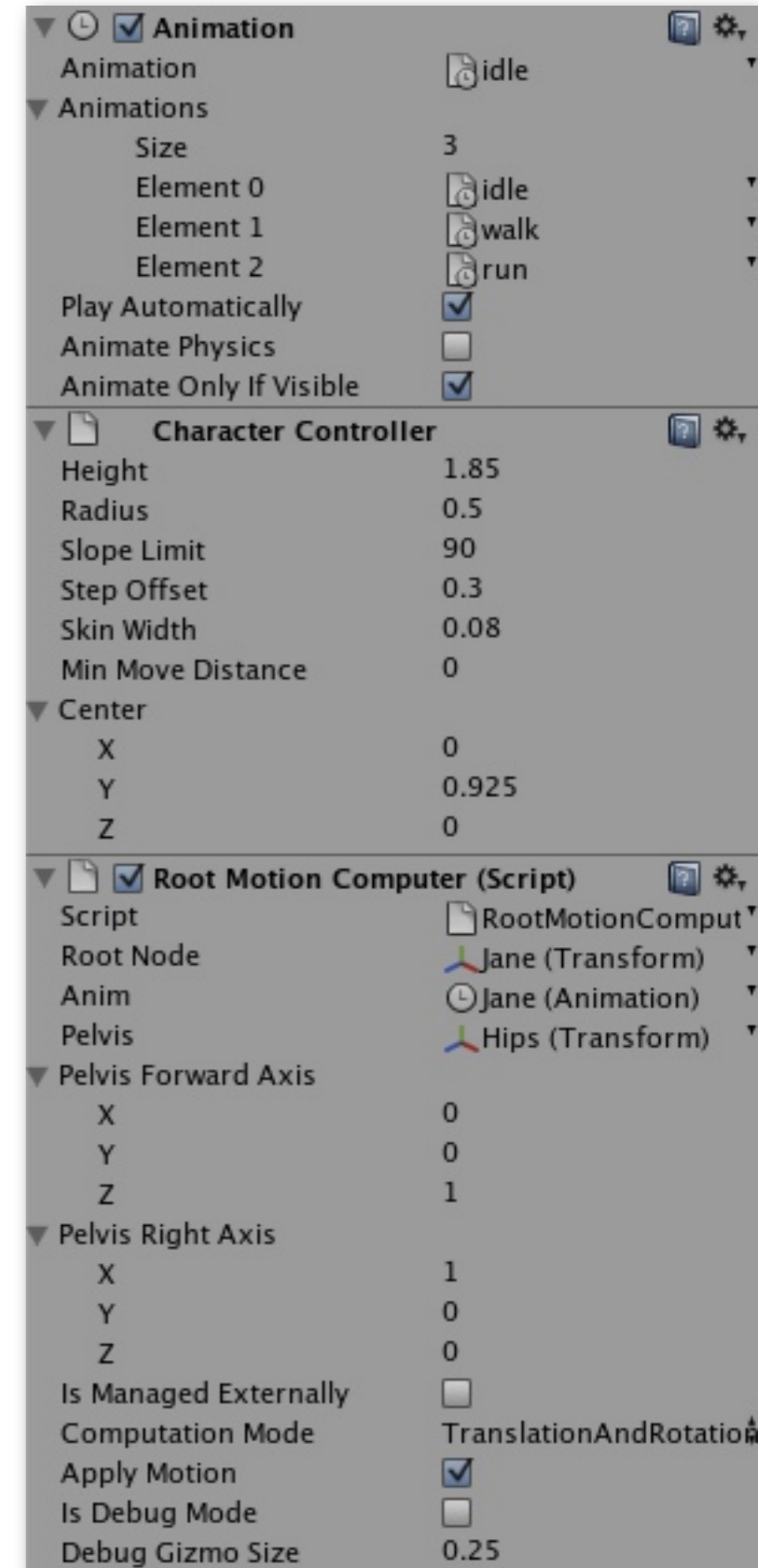
Link to Root Motion Computer Script:

[http://content.mixamo.com/mixamo\\_unity\\_scripts.zip](http://content.mixamo.com/mixamo_unity_scripts.zip)

You can also download the complete project ready to go:

[http://content.mixamo.com/mixamo\\_animationdrivenplayablecharacter.zip](http://content.mixamo.com/mixamo_animationdrivenplayablecharacter.zip)

## 3. Done!



more info at: [www.mixamo.com/c/tutorials#unity](http://www.mixamo.com/c/tutorials#unity)



If you select your character in the Hierarchy panel, after performing steps 1 and 2 you should see something like this. In the downloaded script .zip file you will also find a Root Motion Character script. That script already has a basic set of controls embedded. Adding it to your character will allow you to move your character forward (“W” key), left (“A” key) and right (“D” key) and have your character run (“Shift+”W”). For more information have a look at the tutorial videos that explain in details the process.