

mixamo
animation in seconds

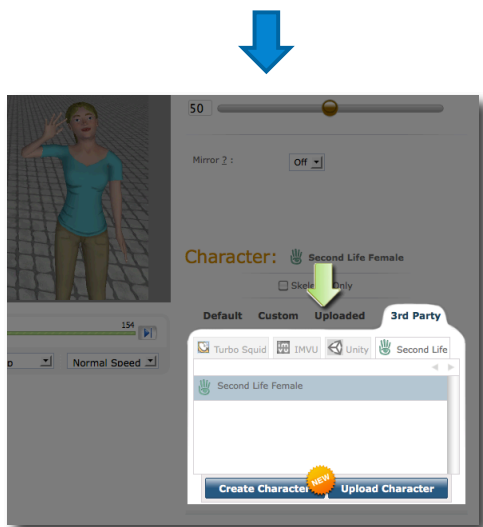
 **SECOND**
LIFE Second Life - Workflow

Creating animation for Second Life

In Mixamo

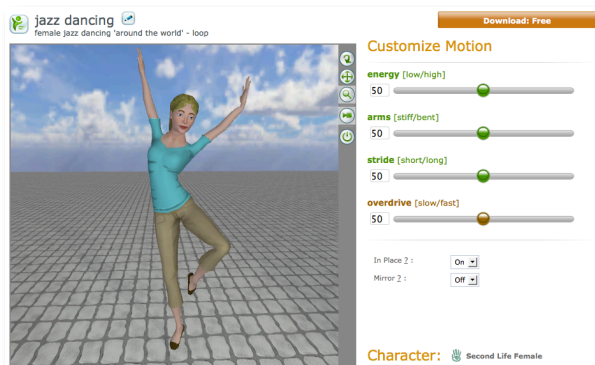
1. Select a Motion

Choose from a collection of over five hundred motions.



2. Select the 3rd party tab

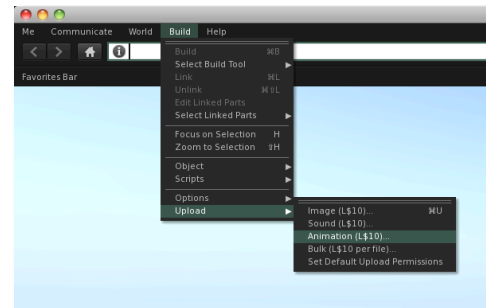
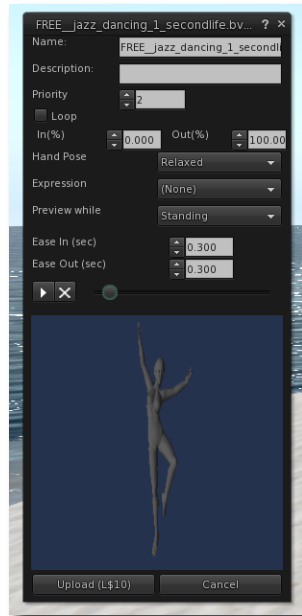
- Choose a Second Life character
- Your motion will automatically be displayed on the Second Life standard models
- **Please note:** these characters are simply for motion preview, they are not the characters that will be uploaded to Second Life. Furthermore, no other Mixamo characters will work for Second Life import, you must use these standard models. Once the animation is successfully imported into Second Life, your Second Life character will inherit it.



3. Customize Your Motion

Using built-in sliders & controls

In Second Life



5. Upload to Second Life

- Select Build -> Upload -> Animation
- In preview pane, be sure to select an appropriate starting point for preview (i.e. standing for dancing)
- Select Upload when ready (L\$10)



4. Download in .BVH format

Standard format for Second Life