Thank you for purchasing our AAA animations. MoCap Online creates 3D character animation packs for game development and CG production. Motions were captured at Motus Digital mocap animation studio, then solved and edited to a generic humanoid .FBX character.

If you are having issues feel free to contact us at:
Unity@MotusDigital.com

Getting Started with Unity Mecanim

To get started with the animations you'll need to add them to an Animator Controller. We have included a few tips to ensure your animations behave properly within Unity Mecanim System. These tips are solely suggestions. You are free to use any setup that you decide to use. You have the choice of leaving MotusMan_v2 and the animations Animation Type set to "Generic". In this startup guide we will use the Humanoid setting.

Introduction

Motus Man

-Set MotusMan_v2 Animation Type to "**Humanoid**" and click **Apply**.
-Ensure that "**Create From This Model**" is selected and click **Configure**.
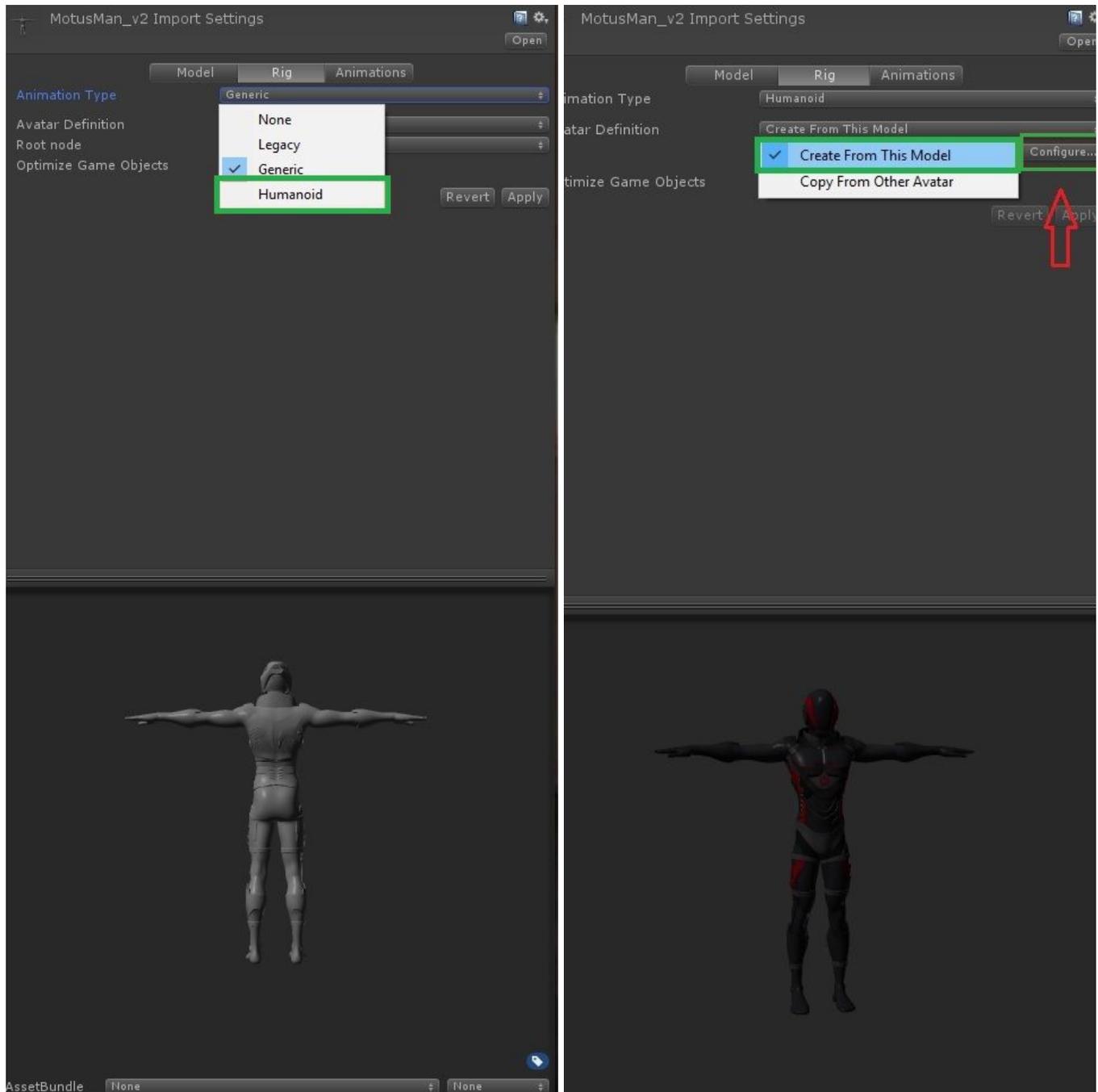
-Be sure to click "**Apply**" and "**Done**".

Next you'll want to follow Unity guidelines on setting up an Animator Controller on the Game Object. Once you begin adding animations there are few parameters you need to understand and possibly set.
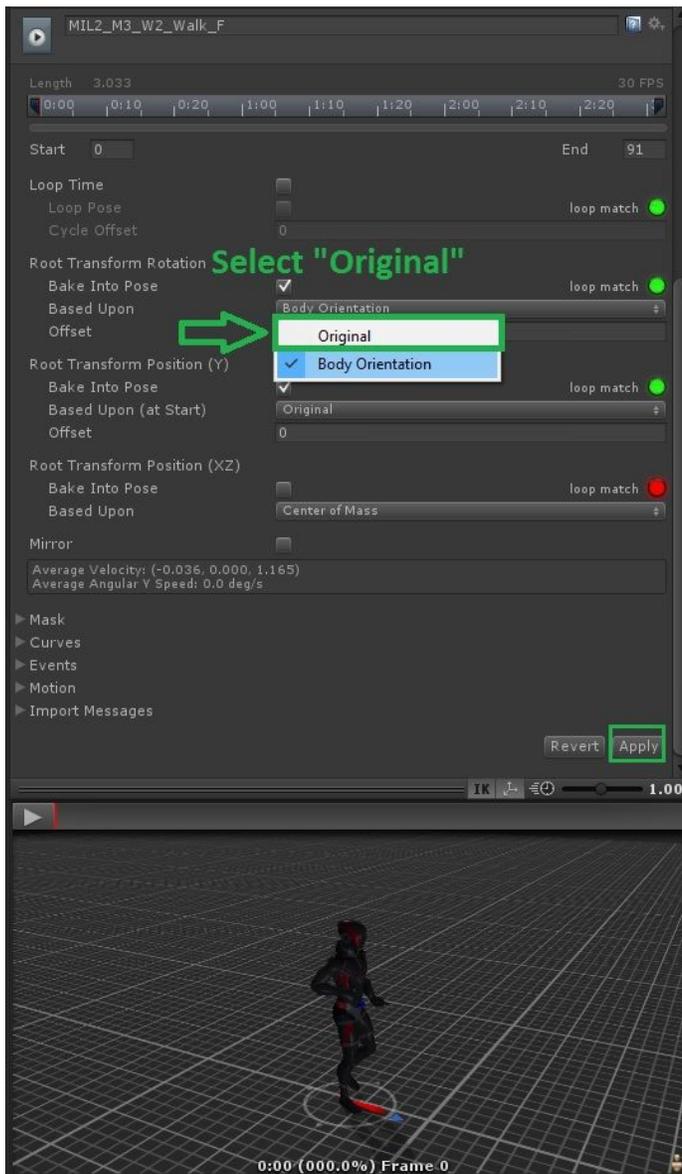
Animation Files

-For **all animations** in the pack you'll want to select **Humanoid** under the Rig tab.
-However, for animations we need to set the <u>Avatar Definition</u> to "**Copy From Other Avatar**".
-We need to add the bone structure from the MotusMan_v2 we set up earlier. So click the little circle and select MotusMan_v2 Avatar. Be sure to select "Apply" when you are done.
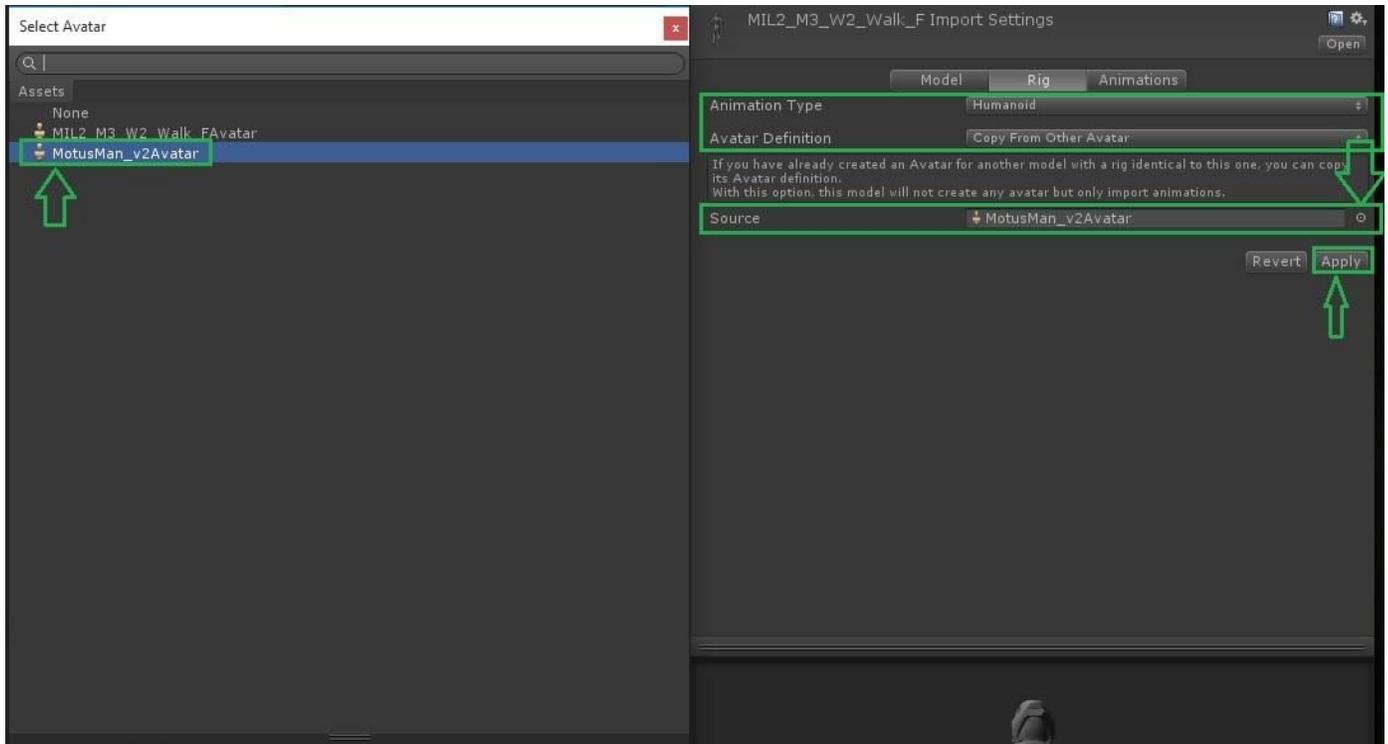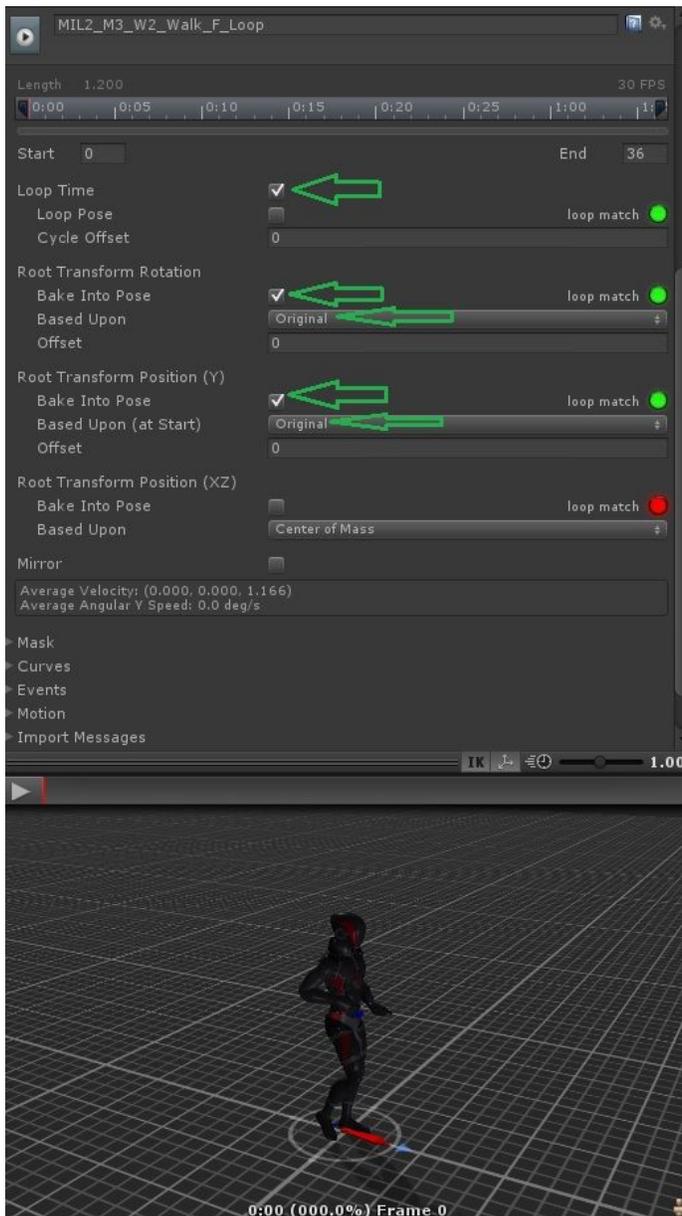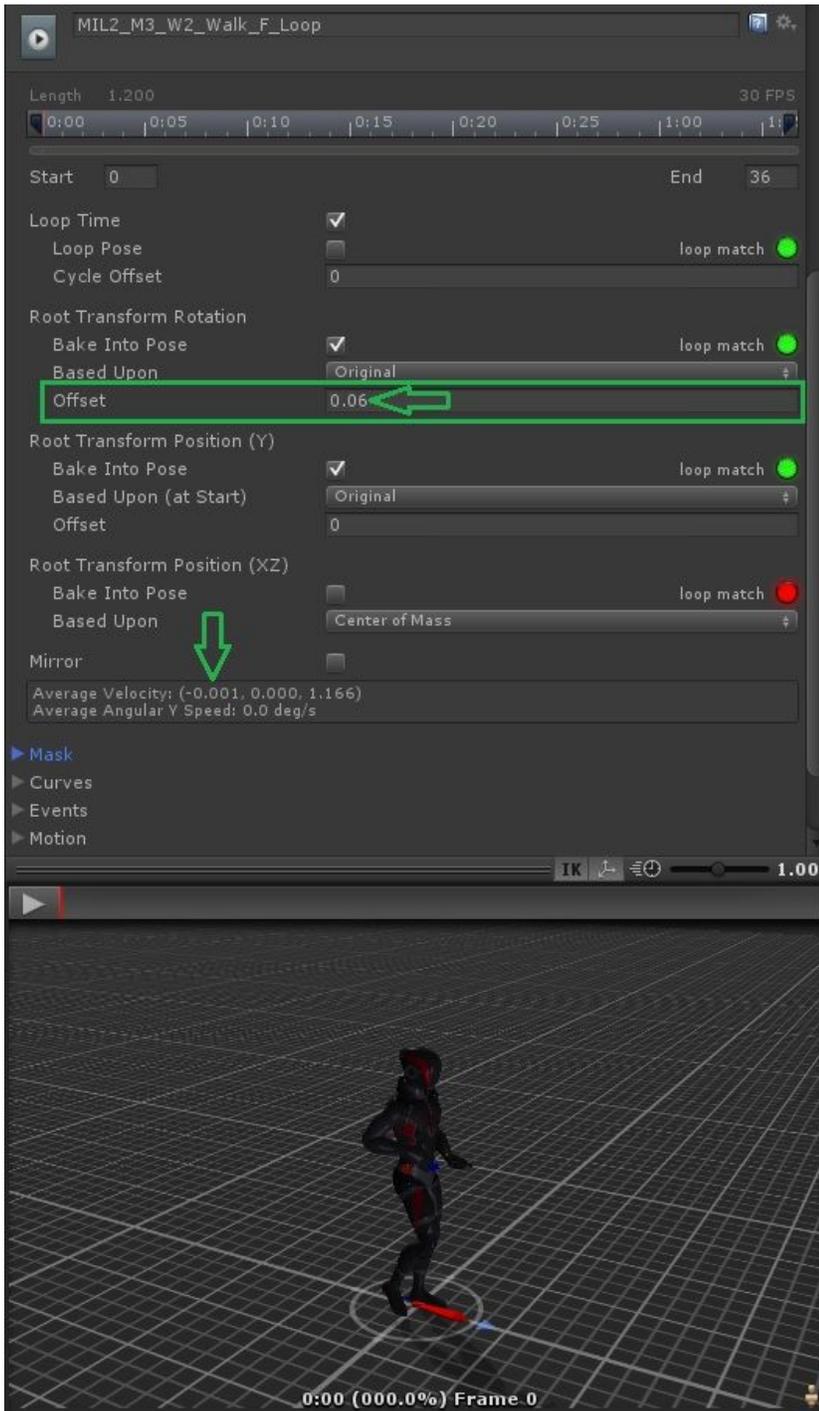
Next you will want to check the Animation tab. Humanoid rigs will allow you to specify more settings to ensure you get the best results during gameplay. The first thing you'll want to set is:

-Root Transform Rotation → Check "Bake Into Pose" → Select "Original"
-Root Transform Position (Y) → Check "Bake Into Pose" → Original
-Apply

For "loop" animations,
[ex. "MIL2_M3_W1_Walk_F_**Loop**.fbx"]
be sure that these settings and parameters are set.

Ideally you'll want the "Average Velocity" x-axis and y-axis to be (0.000,0.000,x.xxx) . Don't worry about the z-axis numbers. They represent the forward progress in Unity units.

If for some reason your characters won't move in a straight line or if your character moves sideways then you'll need to adjust the Root Transform Rotation **Offset** setting. This setting will automatically set the x-axis in the Average Velocity transform. In most cases you can leave this set to 0.

If you are having more issues please check out Unity's documentation here:

http://docs.unity3d.com/Manual/index.html

There is plenty of information underneath the Animation tab.

Once again if you have any questions feel free to email: Unity@MotusDigital.com
Or visit the website: http://www.mocaponline.com/

Hopefully this startup guide will help you while setting up your character and our animations!

Many thanks to **Naka Uram** for Unity and Mecanim setup documentation and other insights.

The Mocap Online Team

 http://www.mocaponline.com/