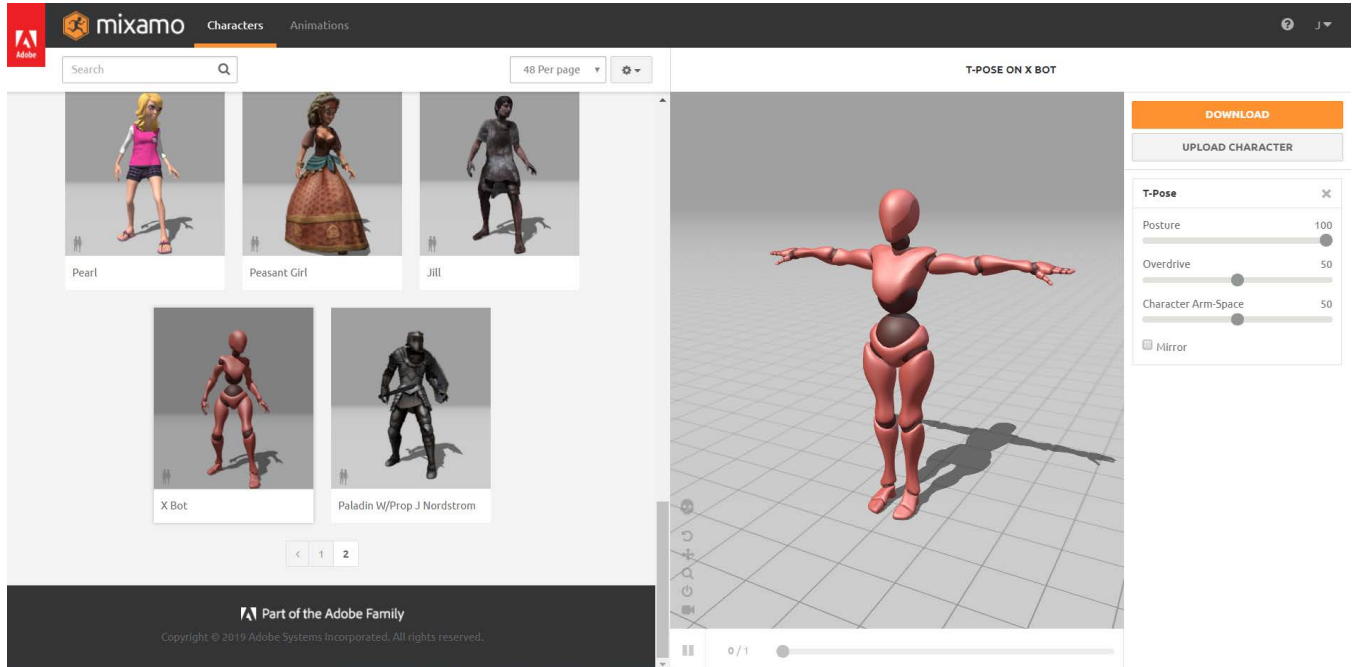
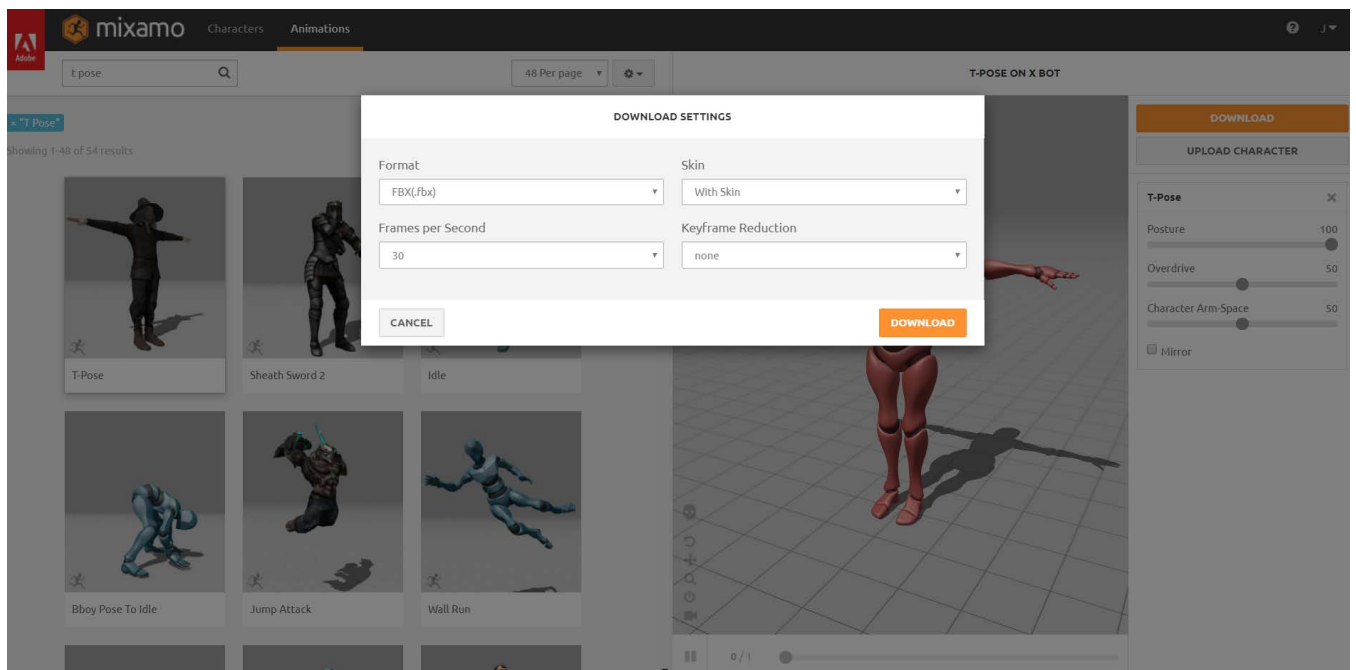


Step 1: Go to mixamo.com and sign in using an Adobe account. Go to the Characters tab at the top and select a character.

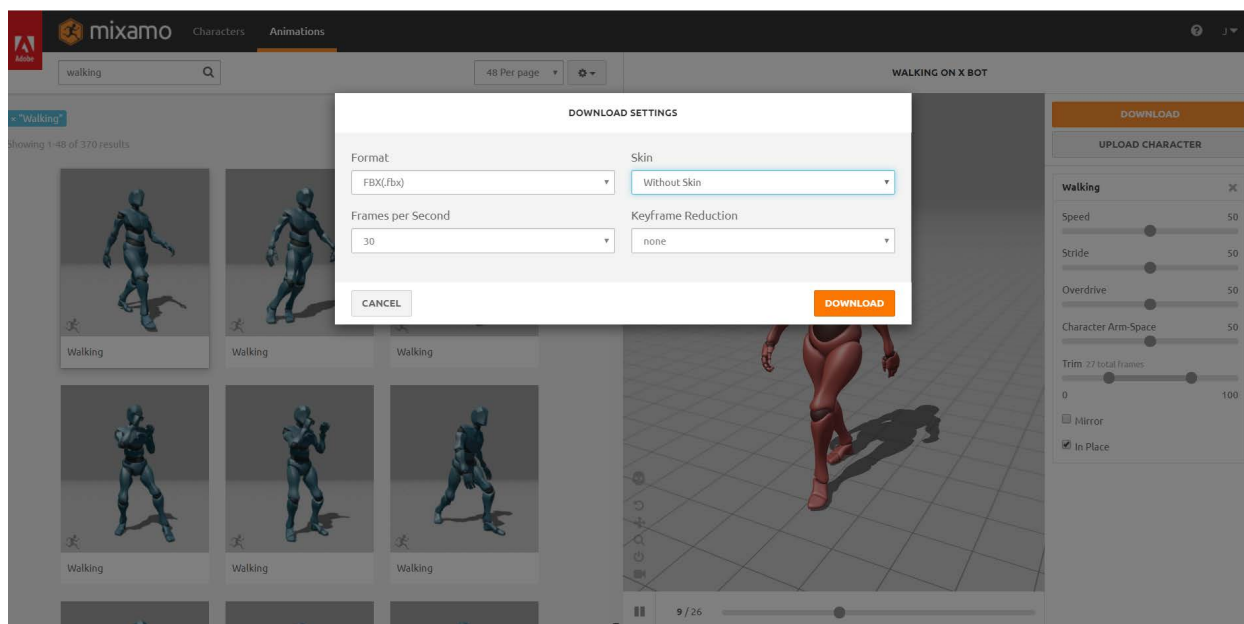


Step 2: Go to the animations tab and search for t-pose. Download with the settings seen below - these should be the default. If the FBX for your model does not load with textures, you may try downloading the Collada file format.

Some models have issues - test the model out by downloading the t-pose before downloading any additional animations. If you want to play it safe, we have confirmed that X-bot, Y-bot, Malcolm, Brute, Erika Archer, Regina, and Paladin work.

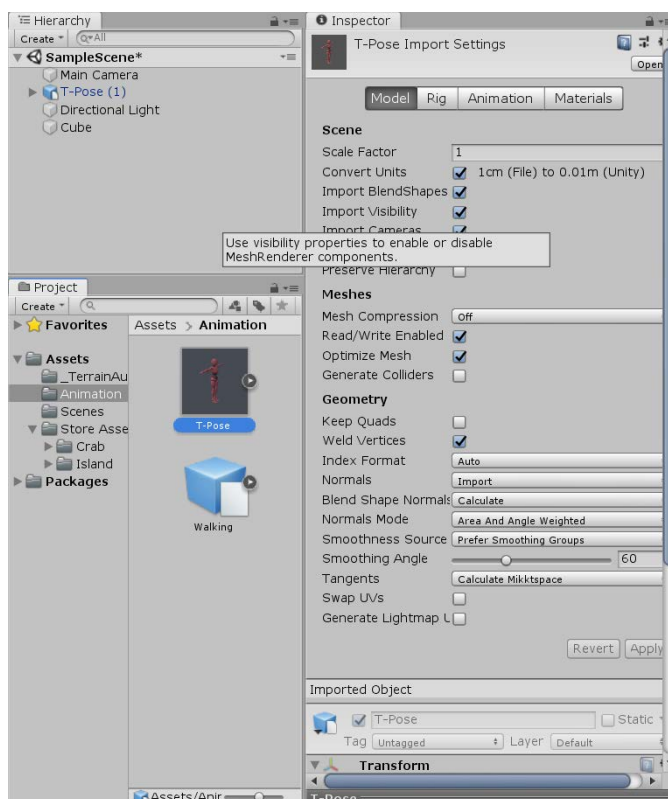


Step 3: After steps 1 and 2, you will have downloaded your character model. Step 3 will guide you through downloading animations for your model. Search for and select the animations you want, and download them. Check the "in place" box if there is one, and in the download options select "without skin". Because we have already downloaded the model in its basic T-pose, there is no need to download a separate copy of the model with every animation.



Step 4: Drag and drop your model and animations into unity. In the project panel, the model should have the character showing as a preview, and the animations should have a blue box preview.

All rigged mesh imports (like character models and animations) will have the same interface in the inspector - Model, Rig, Animation, and Materials. For this project, we will only be concerned with the Rig and Animation tabs.

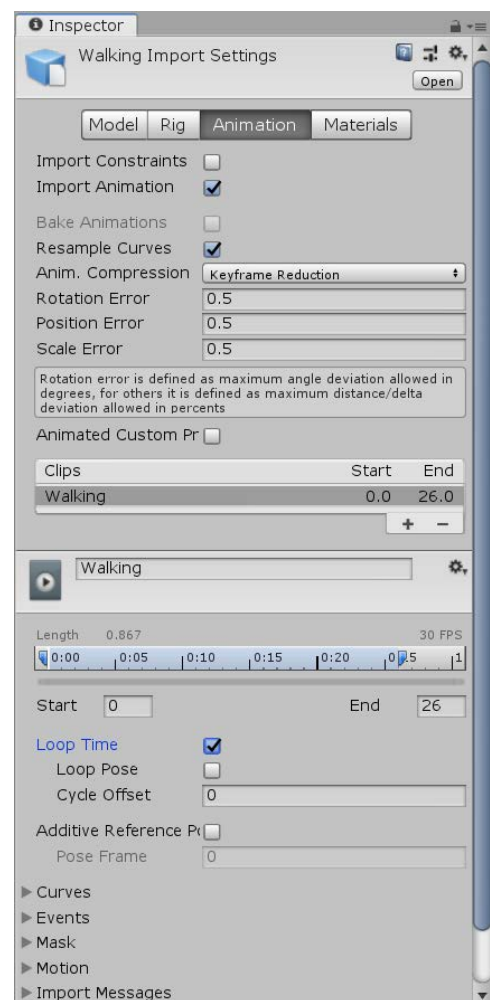


Step 5: For both the T-Pose and the character animations, go to the rig tab and select "Humanoid" type.

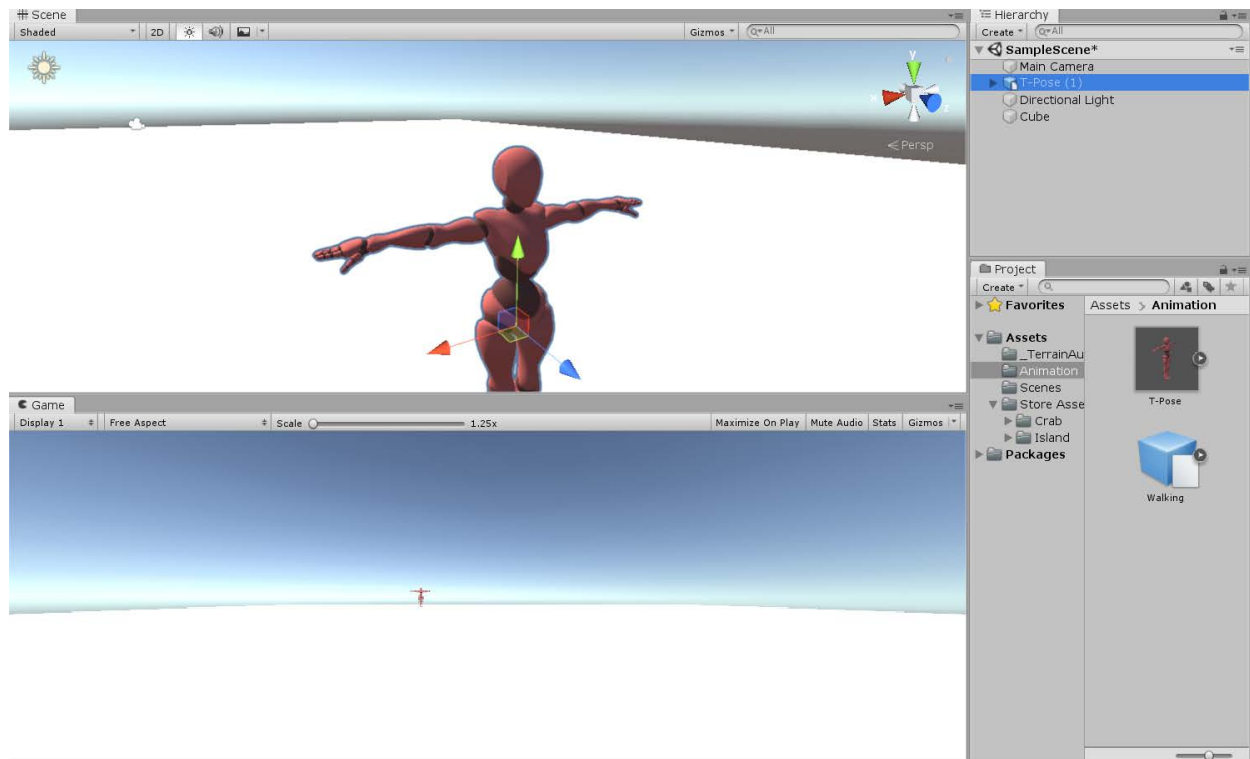


Step 6: For the animations only, go to the Animation tab. The animation name will show up as "mixamo.com". Rename it to something that will be more easily recognizable later.

Also, check the "Loop Time" option. This will allow the animations to repeat after they finish.



Step 7: Drag out the T-pose model into the scene. This will create a gameobject from the model that we can later save as a prefab.



Step 8: Drag the gameobject into the Projects tab, creating a prefab. Rename it to "Player" or something similar. The difference between this Prefab and the FBX import is that you may add components like a movement script to the prefab, while the FBX will be used for adjusting import settings.

