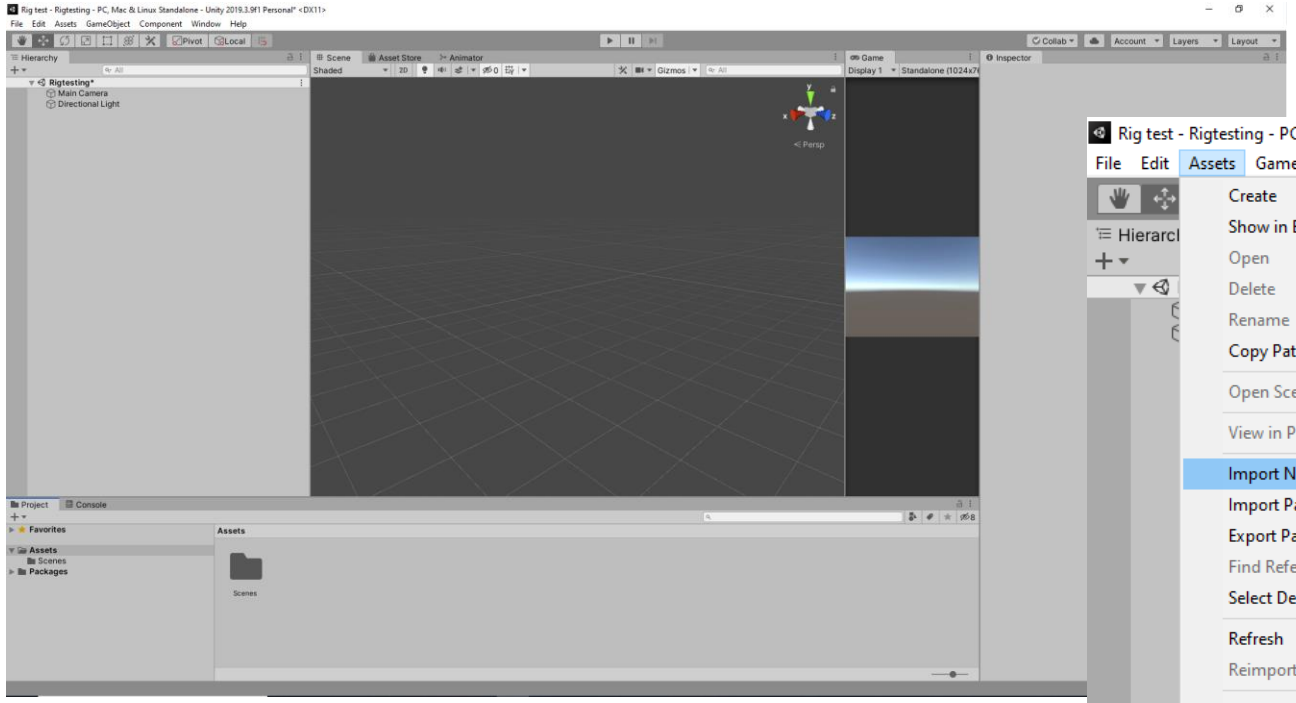
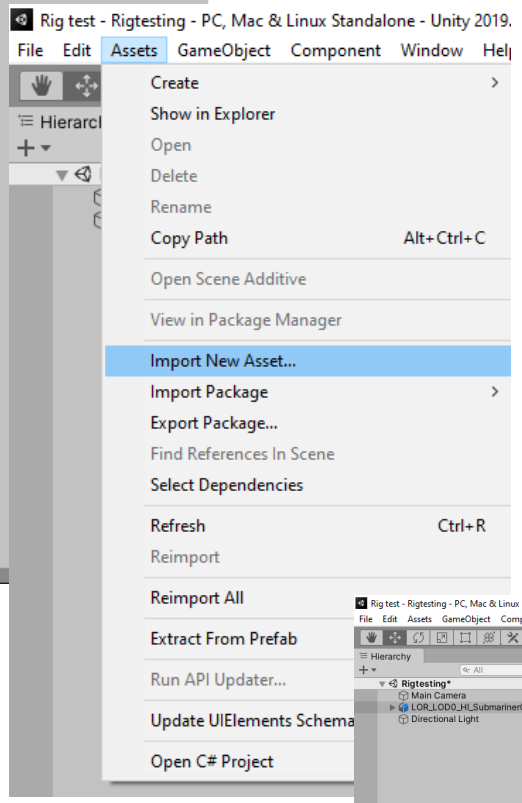
How to port animation into Unity

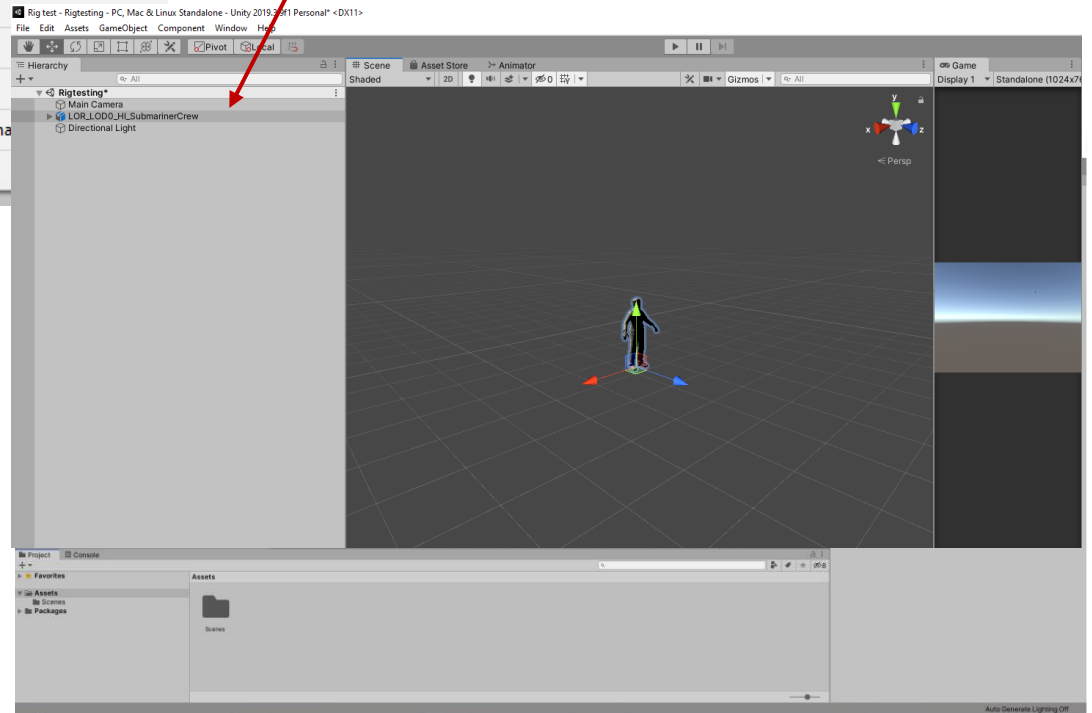
1- Open unity, (Version 2019.3.9f1 used.)

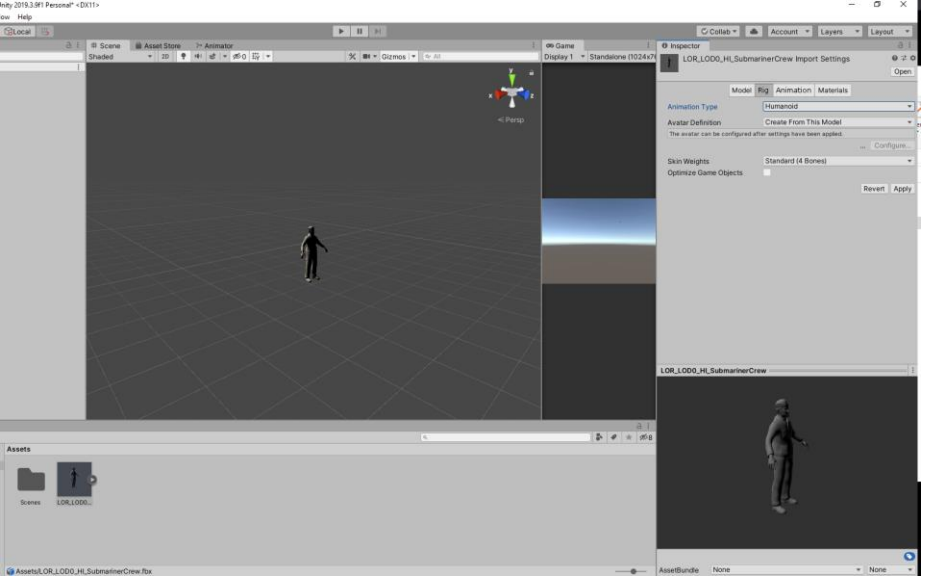




2- Assets> Import new asset
And find the Tpose of the model you want to use.

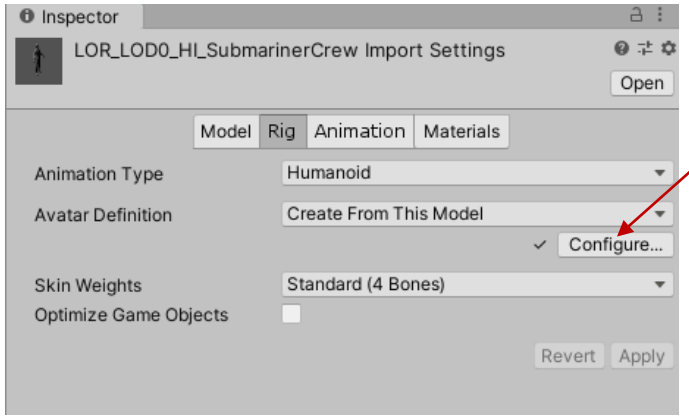
3- Place asset in world or in the hierarchy. Or click it on the asset window.



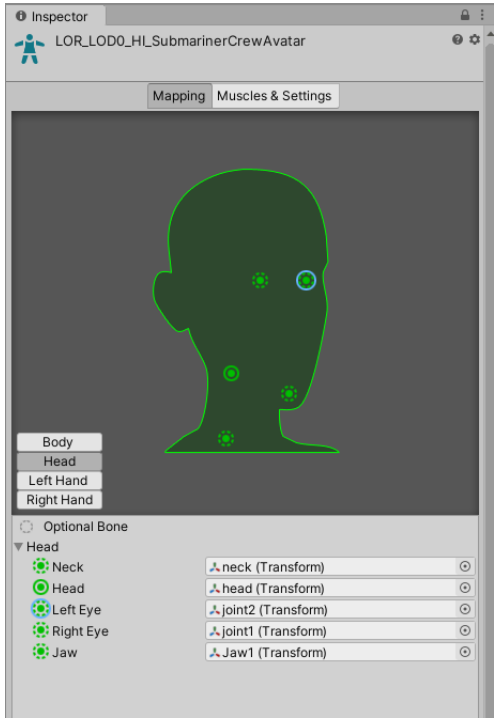


4- Select model and go to inspector.

5- Click on “rig” and change animation type to “humanoid” and select “apply”

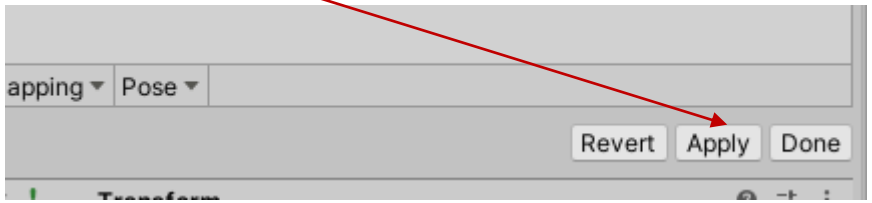


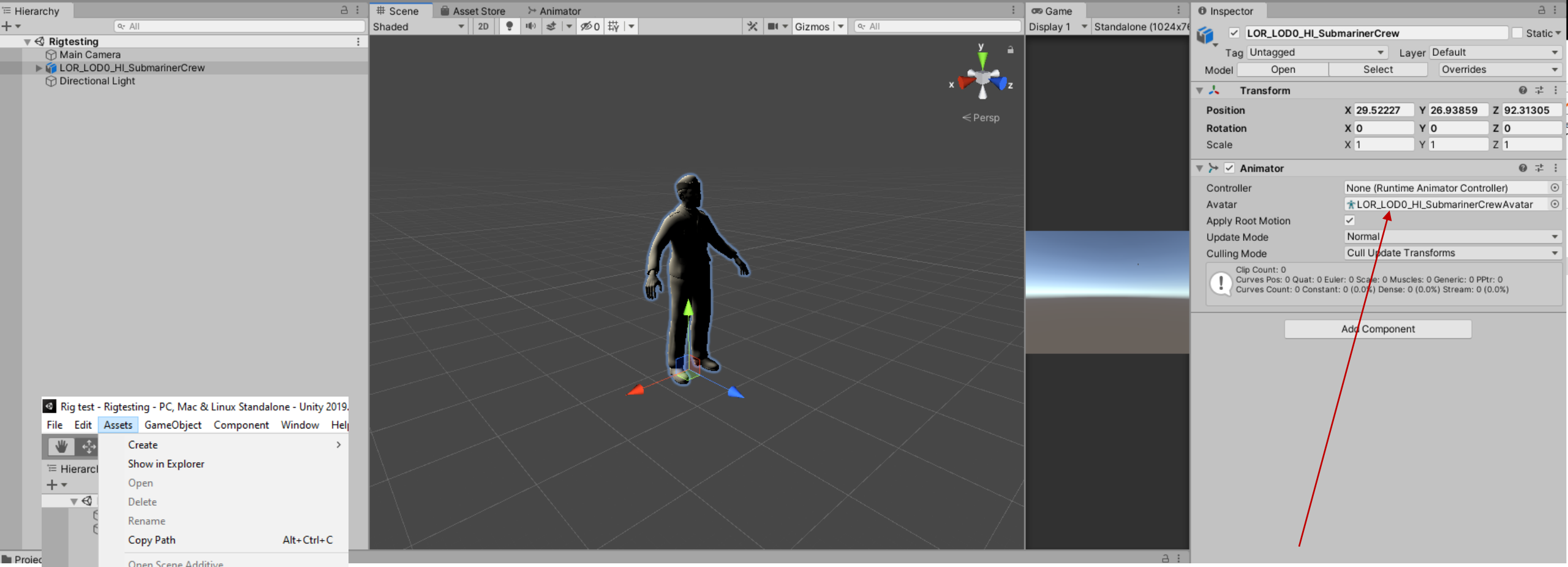
6- Click Configure

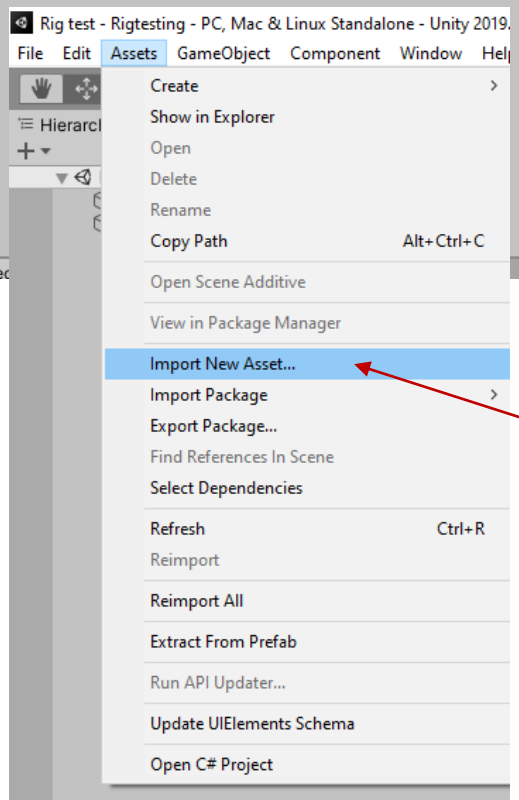


7- Make sure bones are applied correctly in Unity: E.g.
Ensure joint1 is Right eye Joint2 is left eye.

8- Click apply.



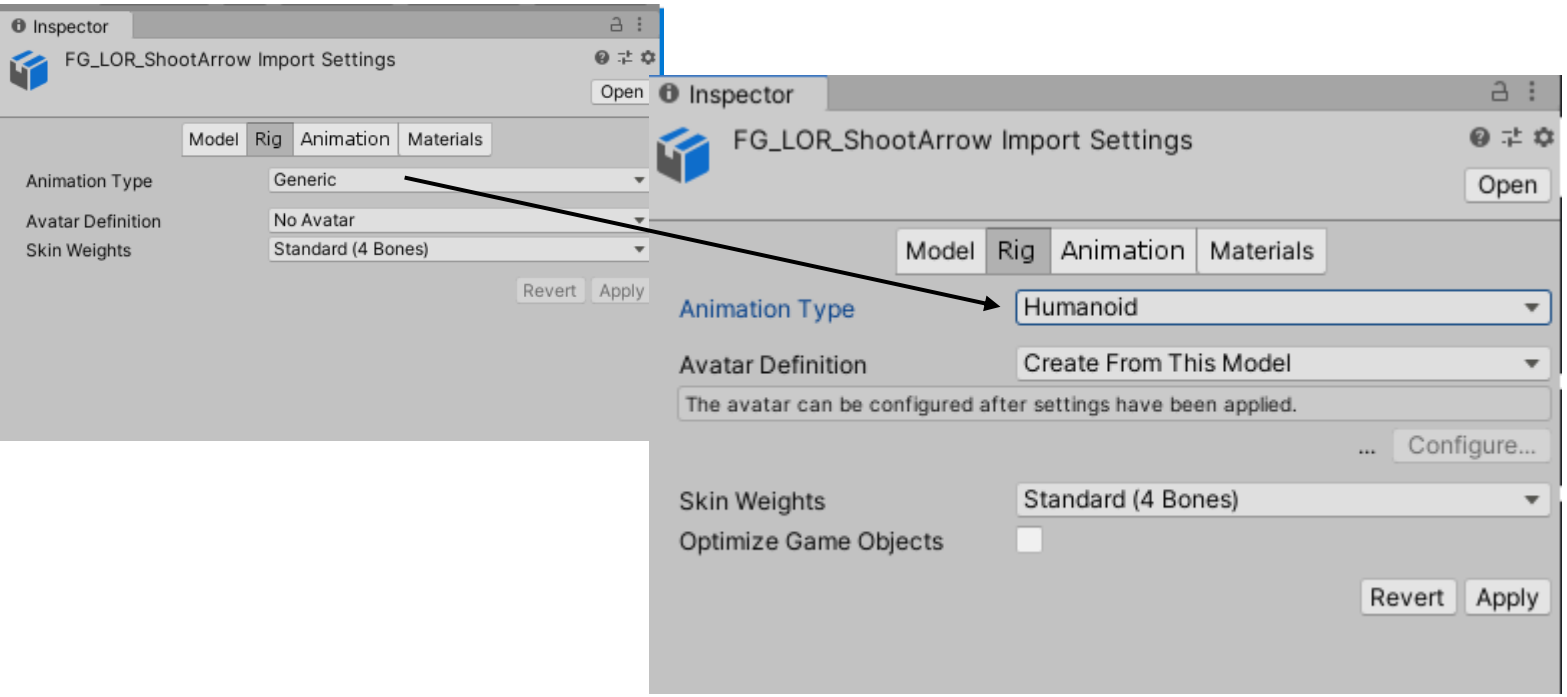


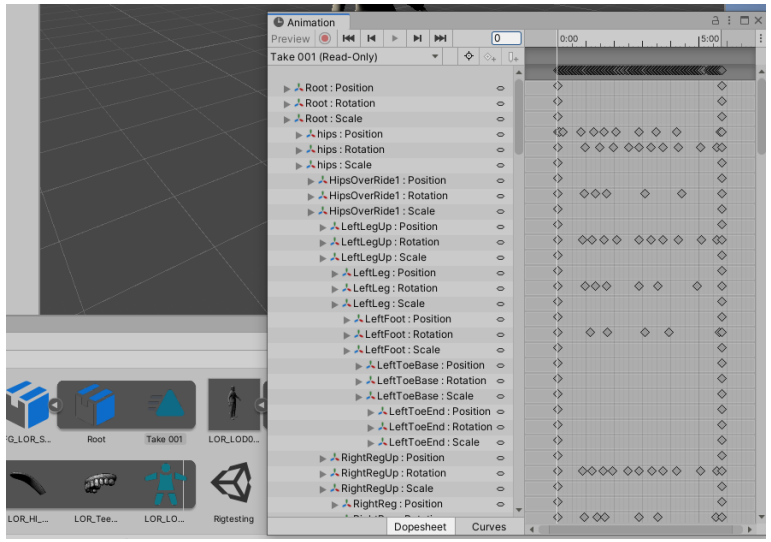


9- With humanoid skeleton applied. The inspector will now show an Animator option when you click on your model.

10- Import the animation you want to apply

11-Click the animation in the asset window and repeat process 4-8 making the animation “humanoid”

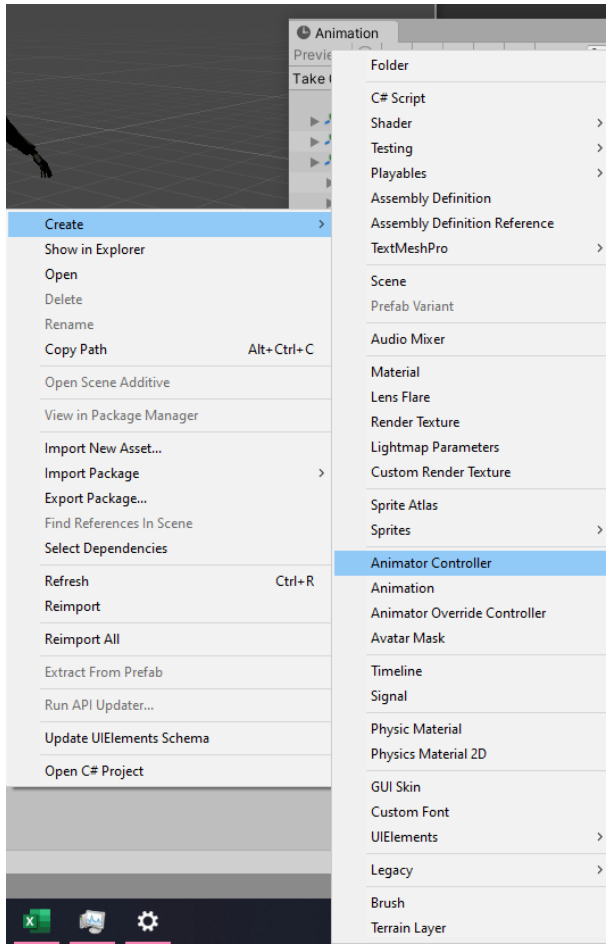




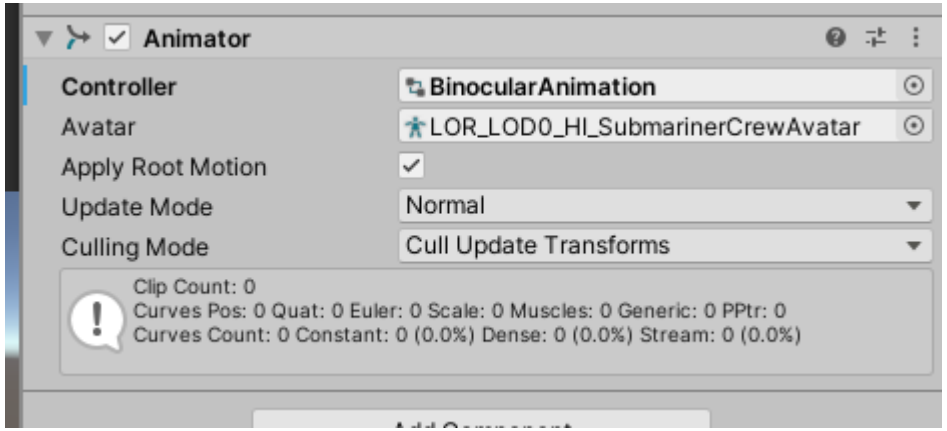
12- Click on the imported animation inside your asset window once the humanoid rig is corrected.

13-Click on the animation and press Ctrl+D to duplicate it

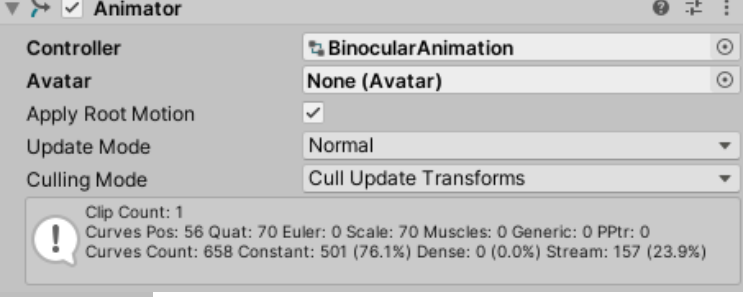
This will make it not read only



14- Right click in the asset window, Create> Animator controller
Rename to appropriate name. e.g. the name of the animation you want to apply.

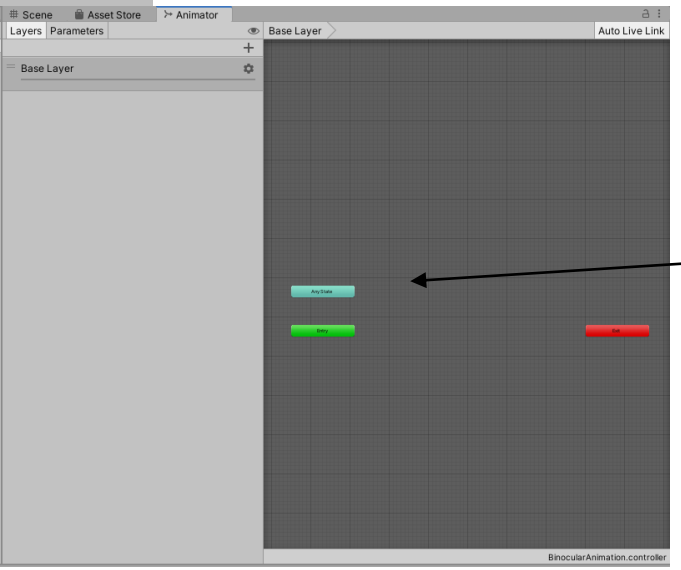


15- Click on the model you want to apply the animation too and open inspector. Drag and drop the animation controller into the “Controller” part of the Animator.

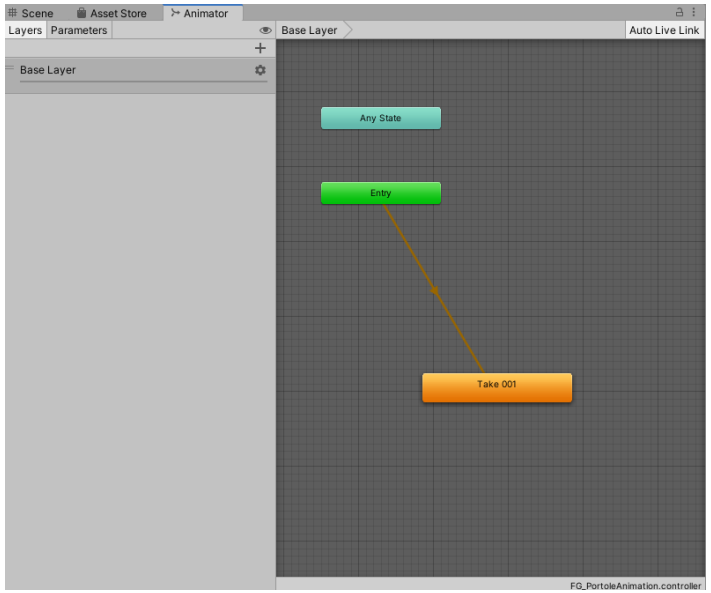


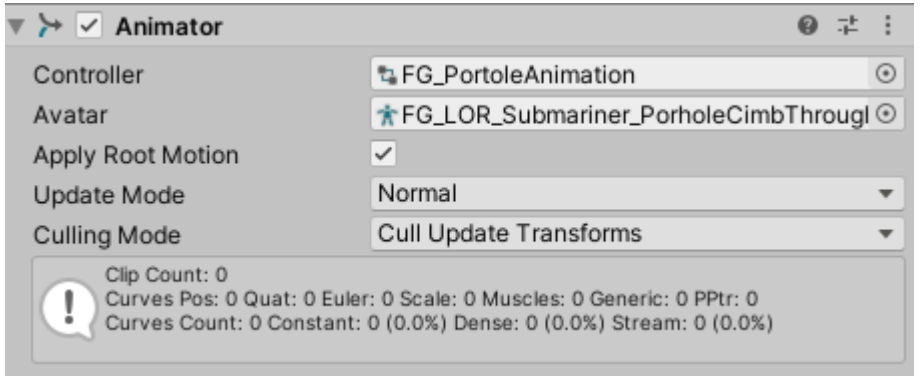
16-Remove “Avatar” by clicking the small plus and selecting “none”

17- Double click your animation controller to open up new window.

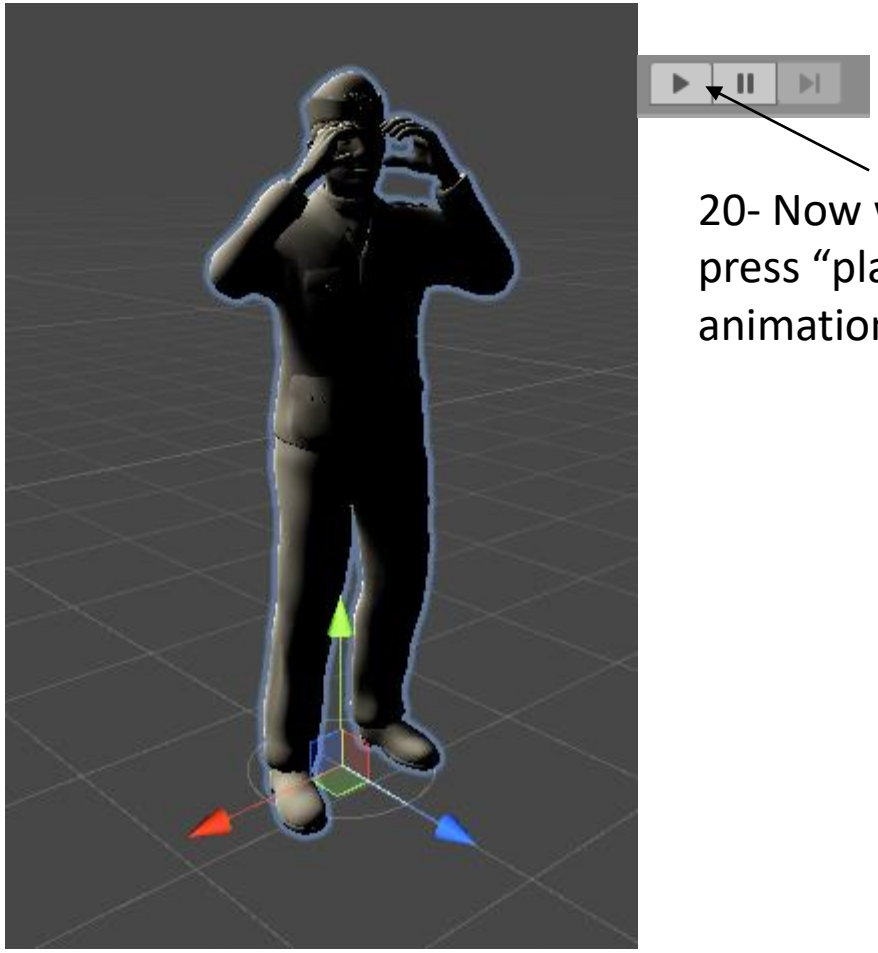


18- With this window open, drag and drop animation into the window.





19-Now apply the avatar created by making the animation humanoid to the models “avatar”



20- Now when you press “play” the animation will play.