

Mixamo

Mixamo is web based rigging tool that makes it very easy to rig (add a skeletal system) to your 3D characters and then attach motion capture animation. There is a professional version of Mixamo that requires a fee and a non-fee based version. In this class we use the free version. A character model animated in Mixamo can be imported into Unreal.

1. Preparation of Your Model - In 3D Max make sure that:

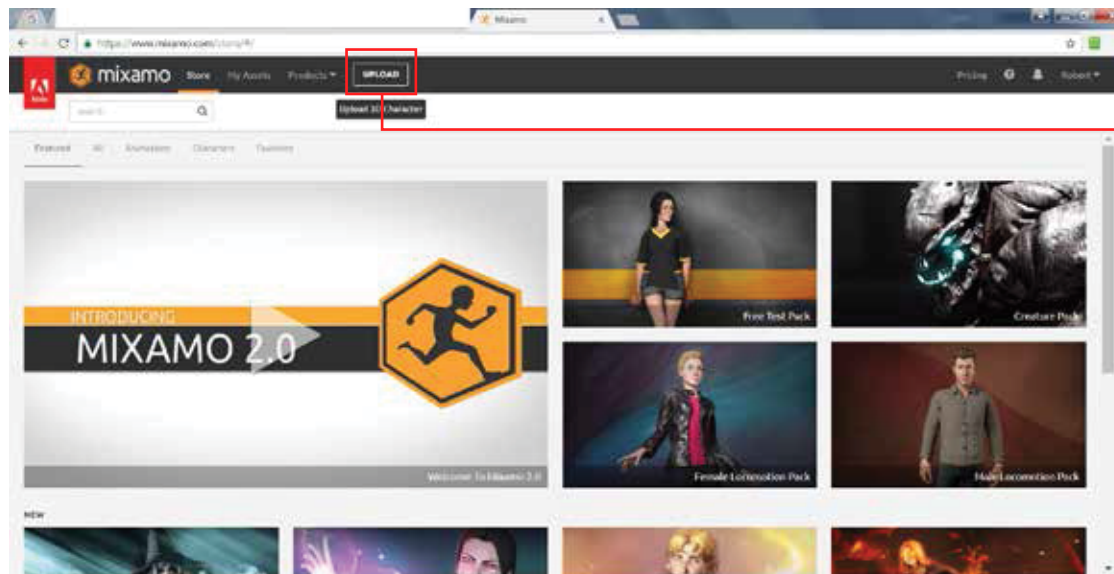
- a. There are no sub-objects (vertices, edges, polygons) left selected on your character model.
- b. Use the Hierarchy panel to make adjust the pivot point.
- c. Center your model at it's base at coordinates 0,0,0, .

2. Exporting

- a. Select your model and "Export" it as an FBX file.

3. Uploading to Mixamo

- a. Go to www.Mixamo.com and sign on. (If you do not already have an account create one, it's free)



b. Click the "Upload" button and open your the FBX Character Model file.

Mixamo is amazingly easy to use. Just follow the directions

mixamo Characters Animations Robert

Search 48 Per page

AUTO-RIGGER

Grab Rifle From Sitting

Walking Jumping

Punching

CHIN

WRISTS

ELBOWS

KNEES

GROIN

Place markers

Place markers on your model, and then press Next to start the Auto-Rigging process.

Skeleton levels of detail

Choose different versions of the autorigger skeleton to optimize performance. Select a Skeleton LOD option for more information.

Need help?

Use Symmetry Skeleton LOD Standard Skeleton (65)

BACK NEXT

DOWNLOAD

UPLOAD CHARACTER

Dying

Direction 50

Overdrive 50

Character Arm-Space 50

Trim 133 Total frames

0 100

Mirror

4. Select your animations, adjust the parameters, then download to your folder.

The screenshot displays the Mixamo website interface. At the top, the browser address bar shows the URL <https://www.mixamo.com/#/?page=1&query=run>. The search bar contains the text "run". Below the search bar, a grid of animation thumbnails is visible, including "Running Arc", "Run Backward", "Zombie Run", "Run Right", "Fast Run", "Run Backward", "Mutant Run", and "Run Backwards". The "Mutant Run" animation is selected, and its parameters are shown in a panel on the right. The parameters include "Overdrive" (set to 50), "Character Arm-Space" (set to 100), and "Trim" (set to 27 total frames). The "Download" button is highlighted in orange. The bottom of the browser window shows the taskbar with open files: "MutantRun.fbx", "IdleTransition.fbx", and "Statement_Jan 2018.pdf".

NOTE: The biggest problem students have is not naming files with names that make sense and not establishing a consistent filing system for organizing all of their work. Taking time to create master folders and sub folders makes the work flow easy.

5. Import your character into Unreal 4 and place into your level.

