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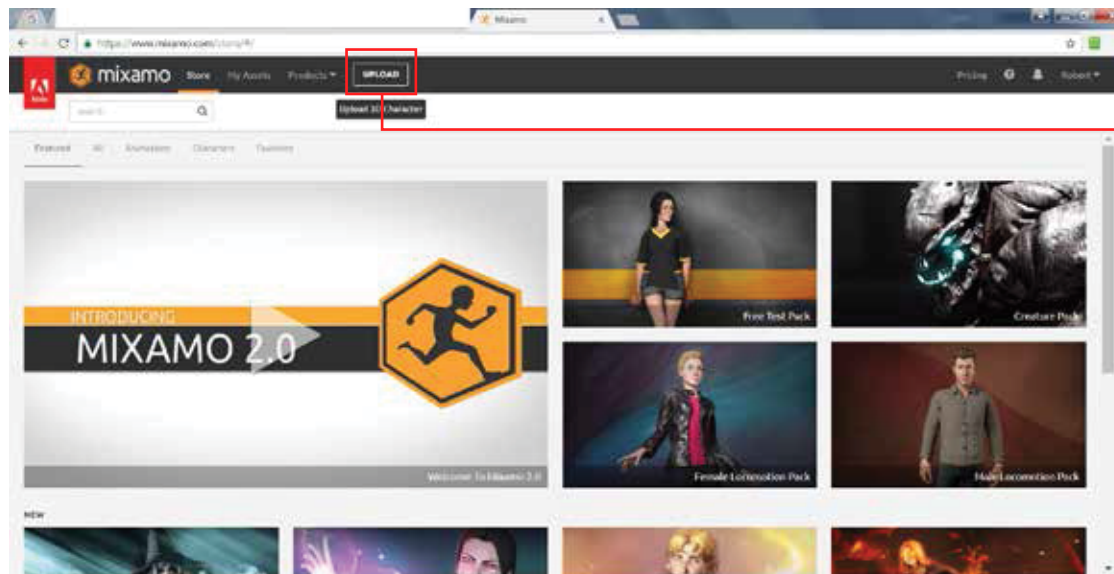
   b. Click the "Upload" button and open your
      the FBX Character Model file.

Mixamo is amazingly easy to use. Just follow the directions

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

NOTE: The biggest problem students have is not naming files with names that make sense and not establishing a consistant 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.