



Unity Character Animation with Mecanim

By Jamie Dean

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About This Book

- Create and export models and animation sequences to Unity from 3ds max and Maya
- Prepare character models and animation for games using Mecanim's rigging tools
- Retarget, adjust, and mix and match motion capture and other animation data
- Write and edit scripts compatible with Mecanim Animation Controllers

Who This Book Is For

If you are a Unity developer looking to get to grips with character animation-specific tools, a 3D software user who is new to Unity, or a beginner game developer who is interested in character animation and interaction, this book is ideal for you.

What You Will Learn

- Acquire efficient techniques to refine and optimize motion capture data
- Retarget animation sequences between different character rigs
- Discover how to rig a humanoid character and export it for use in Unity
- Create dynamic animation sequences from scratch, using keyframe techniques, in two industry standard 3D software packages
- Understand how to set up a complex facial rig for speech
- Construct a ragdoll game object and instantiate it in a game
- Devise Mecanim animation integration for player and AI-driven animation for enemy characters
- Develop command-line applications and explore the key data structures and libraries

In Detail

Game animation for independent developers has taken a giant leap forward with

Unity's Mecanim toolset, which streamlines import/export, retargeting, and many other aspects of the character animation workflow.

Unity Character Animation with Mecanim is a great primer for getting to know the nuts and bolts of Mecanim and other character animation-related tools in Unity. This book explores the new set of animation tools introduced to Unity with Mecanim, to replace the older animation component-based system in Unity, which relied heavily on scripting to determine animation sequencing.

This book will provide you with a detailed exploration of the interaction between game development and character animation, and will broaden your understanding of the rich animation toolset within Unity.

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Editorial Review

About the Author

Jamie Dean

Jamie Dean is a game artist, developer, instructor, and freelancer, with over 7 years of teaching experience in higher education and developing 3D content for game projects.

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