

MoCap Central

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MC Sample Pack

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Product Overview

Thank you for downloading the MoCap Central Sample animation pack! We've included various fun animations for you to use in your projects. At MoCap Central we take pride in capturing and processing our data to the highest quality by adding details such as finger motion and ensuring smooth start/end poses. All clips use the Unity Mecanim Humanoid system so the animations play back on any Unity Humanoid compatible character.



MC Unity Character

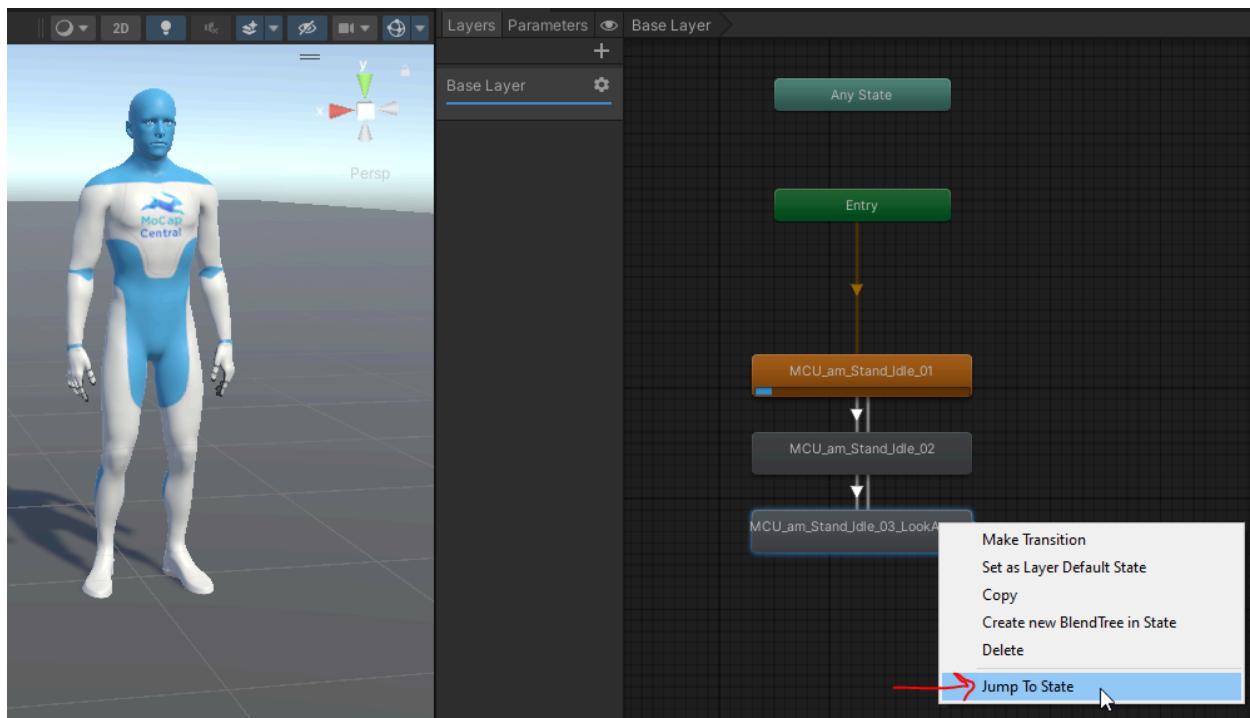
The **rig_MCUnity** character contains a Unity compatible skeleton with fingers, eye and jaw bones. Its Rig > Animation Type is set to [Humanoid](#).

Demo Scenes

The package includes a demo scene **Scene_Demo_MAIN** file to review the animation clips. You can also view the animated objects such as the chair being moved by the character.

Demo Animation Controllers

Each animation set has a demo animation controller so during runtime you can right-click on a state in the Animator window and select **Jump to State** to see it play on the MC Unity character.



Avatar Mask

A mask has been created mask_MCUnity that allows the ball for the Ball Balance to animate using a bone within the character skeleton.

Objects & Props

A few objects are for the character to hold or interact with are included.

Root Bone

Most of the animations use the 'root' bone to ensure easy alignment of the character to an object such as the chair.

