

# Unity

## Create/Open Project

Save new projects on the [Innovationlab Filer](#) or on the [ZHdK GIT Server](#) in your project folder.

## Install OptiTrack Unity Plugin

A full documentation about using the OptiTrack Unity Plugin can be found the OptiTrack page: [https://v20.wiki.optitrack.com/index.php?title=OptiTrack\\_Unity\\_Plugin](https://v20.wiki.optitrack.com/index.php?title=OptiTrack_Unity_Plugin)

1. Download Plugin from Optitrack Website <http://optitrack.com/downloads/plugins.html> or from the [Innovationlab Filer](#): Path 01\_assets/06\_plugins/Optitrack/
2. Install the Plugin in your unity project by doubleclicking the on the Plugin file



## Add OptiTrack Client

1. Open

## Useful Shortcuts

Q	Pan
W	Move
E	Rotate
R	Scale
F	Focus on active selection
Ctrl+Alt+F	Move to view

## Animation

Open Window > Animation Add Property to Animate Press record Change values to animate > a keyframe will be added Scrub in Timeline and change values again

## Animator

Use to create states. Each state has an animation. So there you can combine animations and connect it to conditions. Window > Animator

Different Layers can be used to make different animations at the same time. The lower the layer the higher priority it has.

## Import Character

Drag and Drop FBX into project window.

Inspector > Rig > Animation Type set to Humanoid

[Import Advanced Sceleton Charater from Maya into Unity](#)

## Stream Data from Optitrack Motive

Asset > Import Custom Package and select Optitrack packag

Drag the OptitrackSkeletonAnimator to from the character by remove component

Add Client Prefab to scene

Set Skeleton Name to Motive Character Name

Run in Background in File > Build Settings > Player Settings activate

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