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

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 Asset Folder OptiTrack/Prefabs/
2. Drag & Drop *Client - OptiTrack* to the scene Hierarchy
3. Select *Client - OptiTrack* in Hierarchy and open Inspector window
4. Check oarameters of the *Optitrack Streaming Client (Script)* Component

Parameters (Motive & Unity on same PC)

```
Local Address         127.0.0.1
Server Address        127.0.0.1
Server Command Port   1510
Server Data Port      1510
```

Parameters (Motive on Mocap PC & Unity on Beamer PC)

```
Local Address         127.0.0.1
Server Address        127.0.0.1
Server Command Port   1510
Server Data Port      1510
```

Parameters (Motive on Mocap PC & Unity on Beamer PC)

```
Local Address         10.128.96.249
```

```
Server Address       10.128.96.244
Server Command Port  1510
Server Data Port     1510
```

Check Network LAN IPs for other combinations.

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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