

# Unity

## Create/Open Project

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

## Import a Character

1. Drag and Drop FBX into project window
2. Select Character in project window and go to Inspector > Rig > Animation Type set to Humanoid

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

## 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 or go to Asset > Import Pacakge > Import Custom Package... and select the Plugin package.



## Add OptiTrack Client to Scene

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)

Connection Type	Multicast
Local Address	127.0.0.1
Server Address	127.0.0.1
Server Command Port	1510
Server Data Port	1510
Bone Naming Conv.	Motive



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

Connection Type	Multicast
Local Address	10.128.96.249
Server Address	10.128.96.244
Server Command Port	1510
Server Data Port	1510
Bone Naming Conv.	Motive

Check [Network LAN IPs](#) for other combinations.

## Add Motion Caputre Stream for Rigid Body

To add a

1. Open Asset Folder *OptiTrack/Scripts/*
2. Select Object in Hierarchy to you like to connection with motion capture data (e.g. camera)
3. Drag & Drop *OptitrackRigidBody* to an object in Scene Hierarchy to connection object with motion capture data (e.g. Main Camera)
4. Open Inspector of Object and show *Optitrack Rigid Body (Script)*
5. Click on circle symbol next to Streaming Client and select *Client - OptiTrack* client of the scene
6. Set *Rigid Body Id* to StreamingID of corresponding Motive Rigid Body

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

## 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.

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