

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

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.

From:

<https://wiki.zhdk.ch/IASpace/> - **immersive art space**

Permanent link:

<https://wiki.zhdk.ch/IASpace/doku.php?id=unity&rev=1526275552>

Last update: **2018/05/14 07:25**

