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 Sceleton 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 a Rigid Body

To add motion capture live data to a rigid body (e.g. camera), you need to add the *Optitrack Rigid Body* Script as a Component to your object:

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
7. Run Play Mode

Add Motion Caputre Stream for a Character

To add motion capture live data to a Character/Skeleton, you need to add the *OptitrackSkeletonAnimator* Script as a Component to your character:

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

– Run Play Mode

Drag the OptitrackSkeletonAnimator to from the character by remove component

Add Client Prefab to scene

Set Skeleton Name to Motive Character Name

Enable Background running

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=1526276612

Last update: **2018/05/14 07:43**