Import settings:

- Rig / Animation Type: Humanoid
- Configure... Muscles & Settings: Check “Use Translation DoF”, Apply, Done
- Optional: Reduce game objects
    - Check Rig / Optimize Game Objects
    - Add desired Extra Teansforms to Expose (for example the Hand / Wrist bones to allow attaching another object)

In the scene Disable MocapGuy_EyeSpec Disable MocapGuy_Teeth Create a material (Standard shader) Assign texture to materials albedo channel Assign the material to the SkinnedMeshRenderer of the Body Quick for hair material Duplicate the material created before Change the materials rendering mode to Transparent Change Smoothnes and Metallic to 0 Apply this material to the hair, eyebrows and eyelashes Position charter on ground (y axis) Create a prefab from this by dragging the character from the Hierarchy into the Project window (assets folder or a subfolder)

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