

# Import Advanced Sceleton Charater from Maya into Unity

## 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 fix 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)

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

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