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:
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