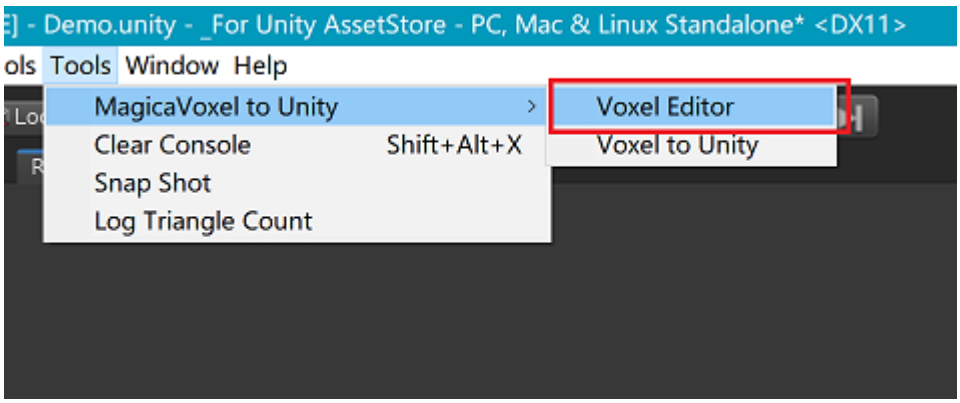
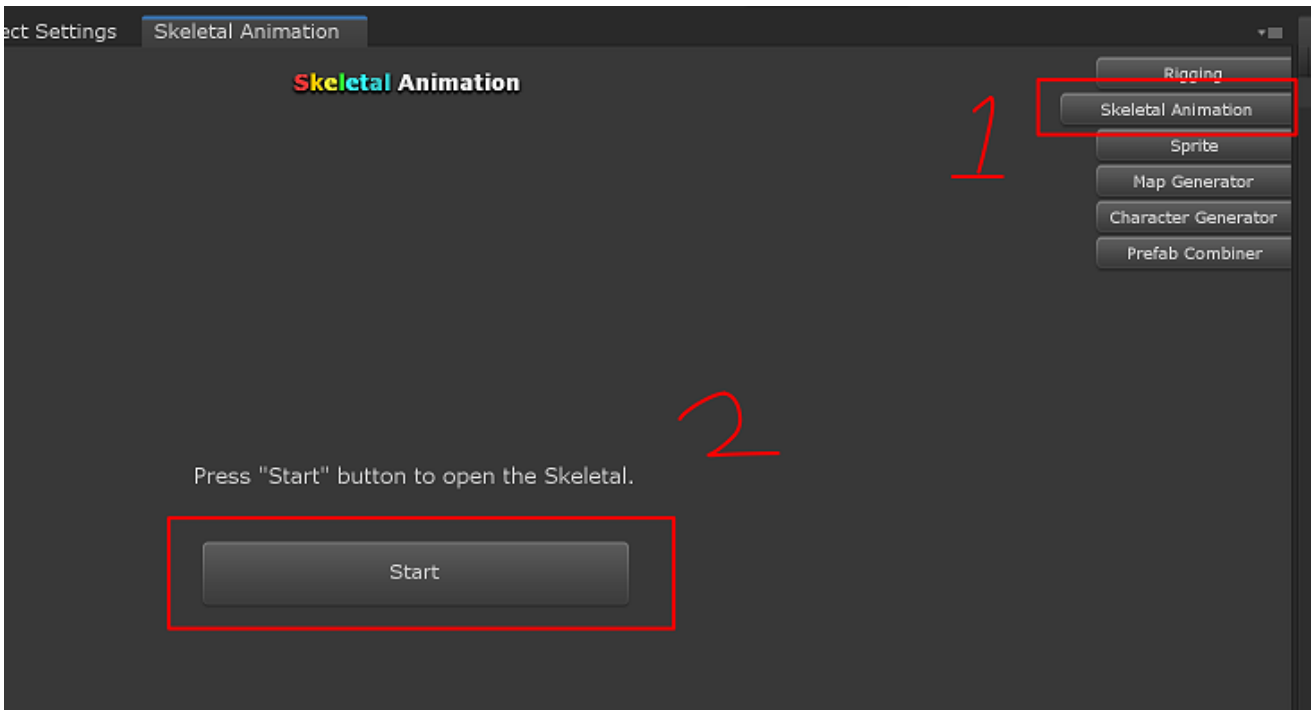
Skeletal Animation Tutorial

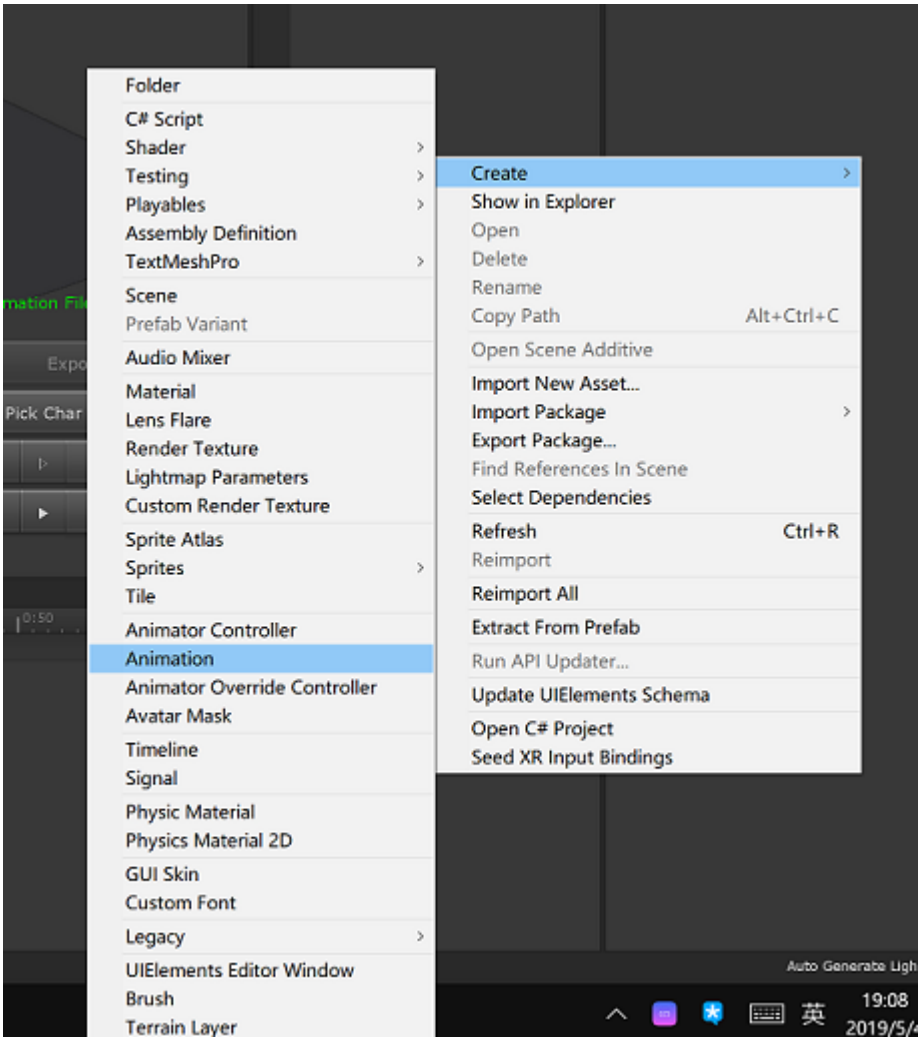
- Open skeletal editor by click "Skeletal Editor" button in tools panel, or use "Tools >> MagicaVoxel to Unity >> Voxel Editor" in the menu.



- Switch to Skeletal Animation by click on the button top right. The click start button.



- Create a new animation file by right click on project view. Choose Create > Animation.



- Select the animation file in project view and keep it selected.

- ① Dock your animation window below the skeletal animation window. We still use the built-in window to edit the key frames.

  ② "Body, Arm, Leg" button can switch on/off for the handles in ④. "Ring, Axis" button will change the type of those handles.

  ③ Root position for the current frame. Set Root.y to 1 will make the character grounded at beginning.

  ④ The character here shows the pose of the animation in the current frame. Drag or rotate the handles will change the pose. You can change it to another avatar character.

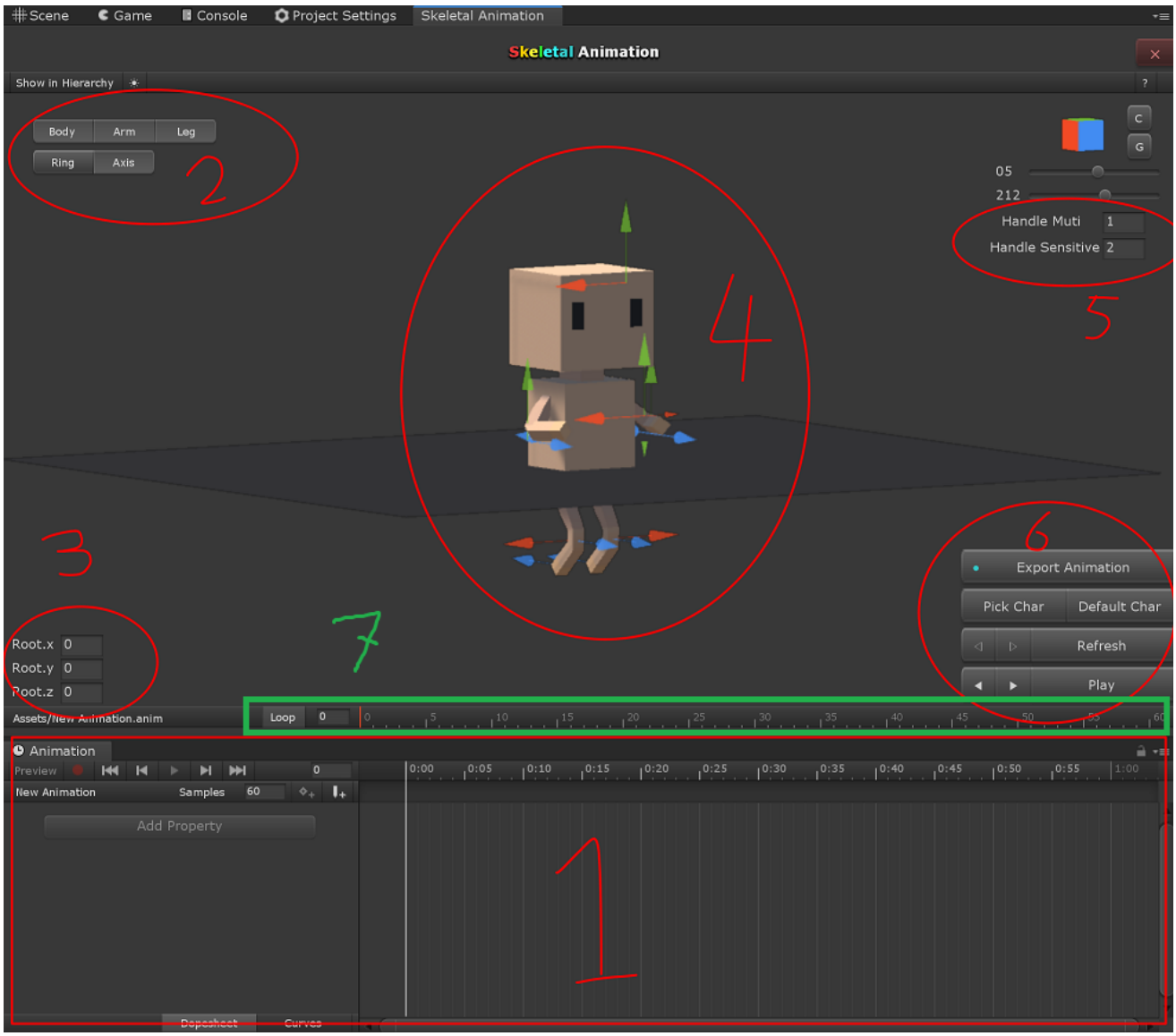
  ⑤ Handle Muti will change the size of the handles, incase you having a too large/small character. Handle Sensitive is the sensitivity of the handles when dragging them.

  ⑥

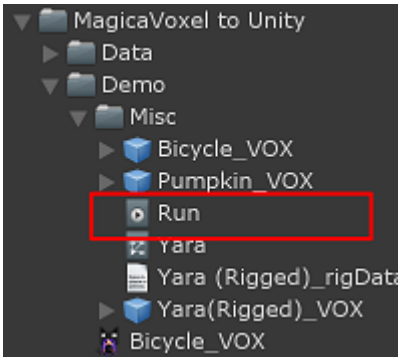
  - Export Animation button allows you to save the animation data to a new animation file.
- - Pick Char button opens a panel for picking a prefab as new character. The prefab must contains a skinmesh with avatar. You can also drag that prefab into the skeletal animation window to do the same thing. (so why we still need this button). Default Char button set the character to default which showing in the image below.

- Empty Triangle buttons moves the current frame to the next or prev. Solid Triangle button moves the current frame by time and keeps working when you hold it.
- Refresh button simply refresh the scene. Play/Pause button will play or pause the animation. The control of skeletal animation window and the unity built-in animation window are separated. When you play animation, the built-in animation window will not play.

⑦ The red line on the ruler shows the position of the current frame. Drag or click on the ruler will seek the animation to that frame. You can also hold ctrl and right-drag on the view (④) to seek.



- There is a demo animation in MagicaVoxel to Unity/Demo. This animation file can help you research this tool.


MagicaVoxel to Unity
Data
Demo
Misc
Bicycle_VOX
Pumpkin_VOX
Run
Yara
Yara (Rigged)_rigData
Yara(Rigged)_VOX
Bicycle_VOX