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In this tutorial, I'll show you how to take a Blender animation and bring it into Unity 5. I'll go over the process of exporting your animation from Blender, importing it into Unity, and setting it up so that it plays correctly in your game. The first thing you'll need to do is export your animation from Blender. To do this, go to File > Export > FBX (.fbx). In the Export FBX dialog, make sure that the "All Actions" option is selected. This will export all of the animations that you have in your Blender file. Next, open up Unity and import your FBX file. To do this, go to Assets > Import Package > Custom Package. In the Import Custom Package dialog, select your FBX file and click Import. Once your FBX file is imported into Unity, you'll need to set up your animation. To do this, go to the Animation tab in the Unity editor and select your animation. In the Inspector window, click on the "Add Curve" button. This will open the Add Curve dialog. In the Add Curve dialog, select the "Position" property from the drop-down menu. This will add a position curve to your animation. You can also add curves for other properties such as rotation and scale. Once you've added all of the curves that you want, you can close the dialog and go back to the Unity editor. In the Animation window, you can now see your animation curves. To play your animation, you'll need to create an Animator Controller. To do this, go to Assets > Create > Animator Controller. This will create a new Animator Controller asset in your project. Next, select your Animator Controller and drag it onto your game object. This will assign the Animator Controller to your game object. Now, you can select your Animator Controller in the Unity editor and click the "Play" button. This will play your animation. You can also control your animation by scripting. To do this, you'll need to create a new C# script and attach it to your game object. In your script, you can use the Animator.Play() method to play your animation. That's all there is to exporting and playing Blender animations in Unity 5! I hope you found this tutorial helpful. Q: Can I use Blender animation in Unity? A: Yes, you can use Blender animation in Unity. Q: How do I export just animation from Blender to Unity? A: There are a few ways to do this, but the easiest way is to use the Unity Export Add-On that comes with Blender. In Blender, go to File > User Preferences > Add-Ons. Search for "Unity" in the Add-Ons list. Enable the "Unity Export" Add-On. In the 3D View, select the objects you want to export. Go to File > Export > Unity (.anim). Choose a location to export the file to and click "Export Unity Animation". Now you can import the exported .anim file into Unity. Q: Can you import animation in Unity? A: Yes, you can import animation into Unity. However, the process can vary depending on the type of animation you are trying to import. For example, if you are trying to import a 3D animation, you will need to use a 3D modeling program to create the animation. Q: Can you export textures from Blender to Unity? A: Yes, you can export textures from Blender to Unity. You can use the Unity Export Script to export your textures. You can also use the Blender Unity Export Plugin to export your textures. Advertisement p2design writes: It has been something people asked me a lot. In this video I will show you the full process to properly export a character with multiple animations from Blender to Unity. I've made a pretty detailed video so that you get an explanation on every step to properly export your character. Setup animation and rig, export to FBX options, FBX edit in Unity and animator controller. Hope you will like it. Pierrick Picaut I'm Pierrick and I'm a Blender Foundation certified trainer working as a 3D freelancer, motion designer and Blender tutor. I try my best to release nice Blender tutorials. Previous Article Animating a logo in Blender 2.9 Next Article Create an Apple with Modifiers in Blender! Advertisement I hope it's not too late. If you don't want the process of manually exporting Blender to FBX, this is the solution. (If you already have a bunch of Blender files in your project, this solution may mess up your current project, so make sure you have a backup!) 1. Set the Blender you want Unity to use as the default Blender file launcher for Windows (if you have multiple versions of Blender) 2. (The address where your Unity Editor was installed) \6000.0.30f1 {Your Unity Editor Version} \Editor\Data\Tools\Unity-BlenderToFBX.py Change the content to (Yes, Unity's script for calling Blender is wrong, I don't know from what version.) def export_args(): return { # These options seem to produce the same result as the old ASCII exporter in Unity 3D: "axis_up": 'Y', "axis_forward": '-Z', "global_matrix": Matrix.Rotation(-math.pi / 2.0, 4, 'X') } # Should really be True, but it can cause problems if a model is already in a scene or prefab # with the old transforms. "bake_space_transform": True,