How to export an Animation to be used in Unity

A video of the process can be viewed online here: https://www.youtube.com/watch?v=PSMsLIbmL1Y
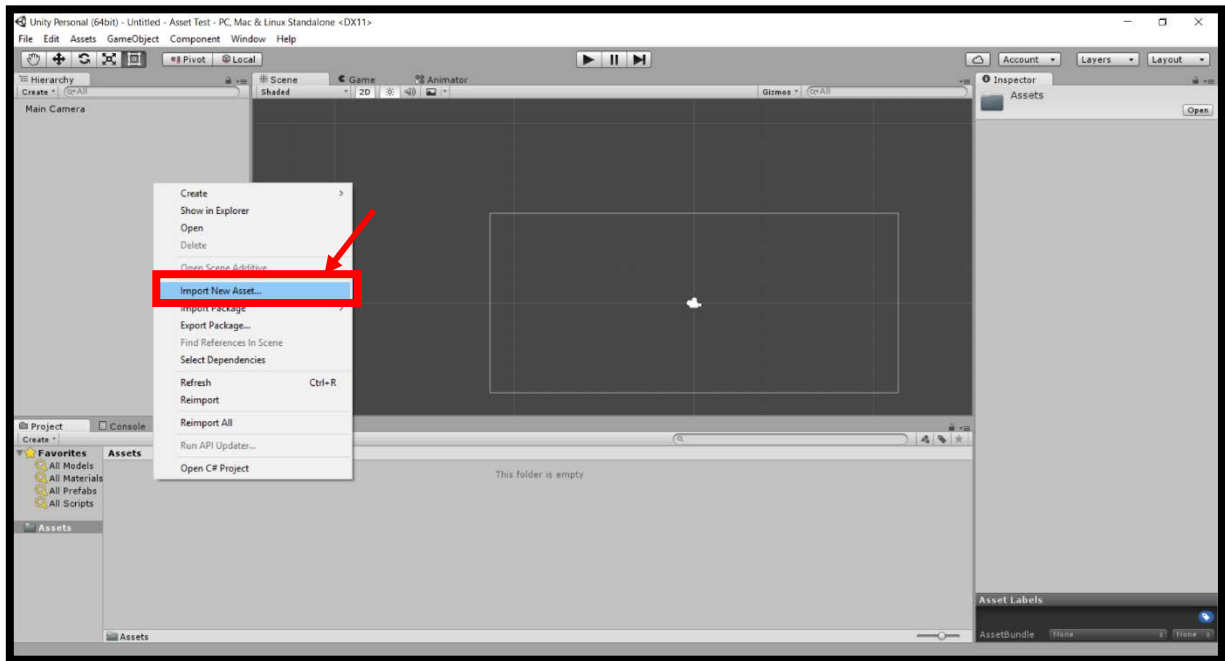
1. Export the fbx file from Maya

Export the fbx file from Maya (or 3DS Max) by going to file>export all. Ensure the fbx file type is selected (in 3DS Max ensure that the animation settings are ticked).
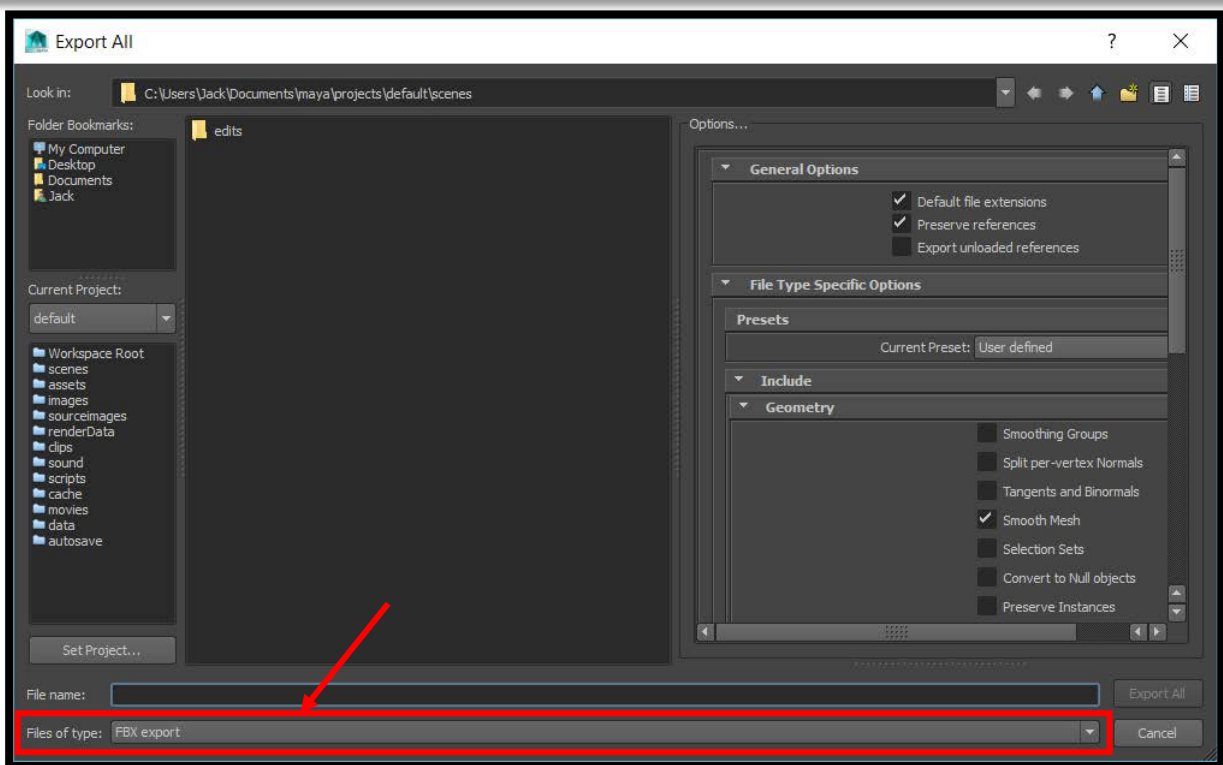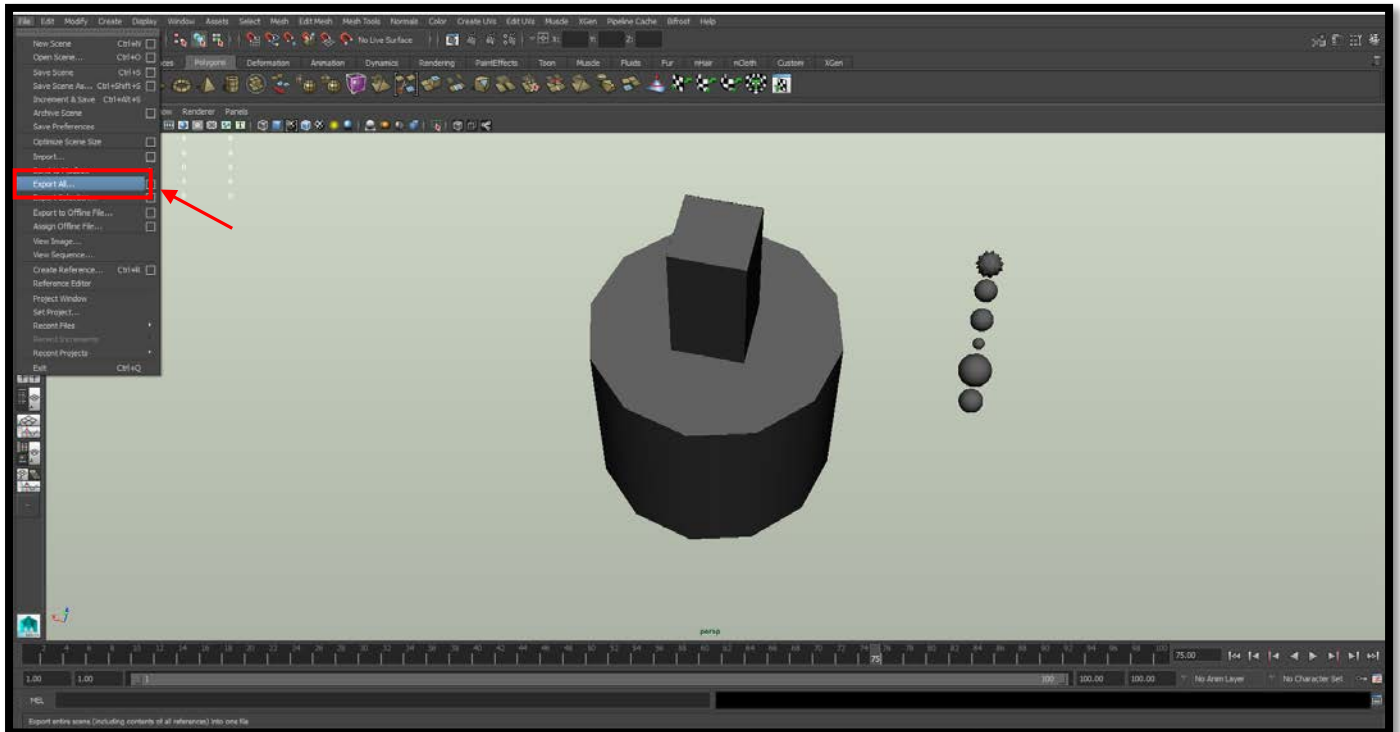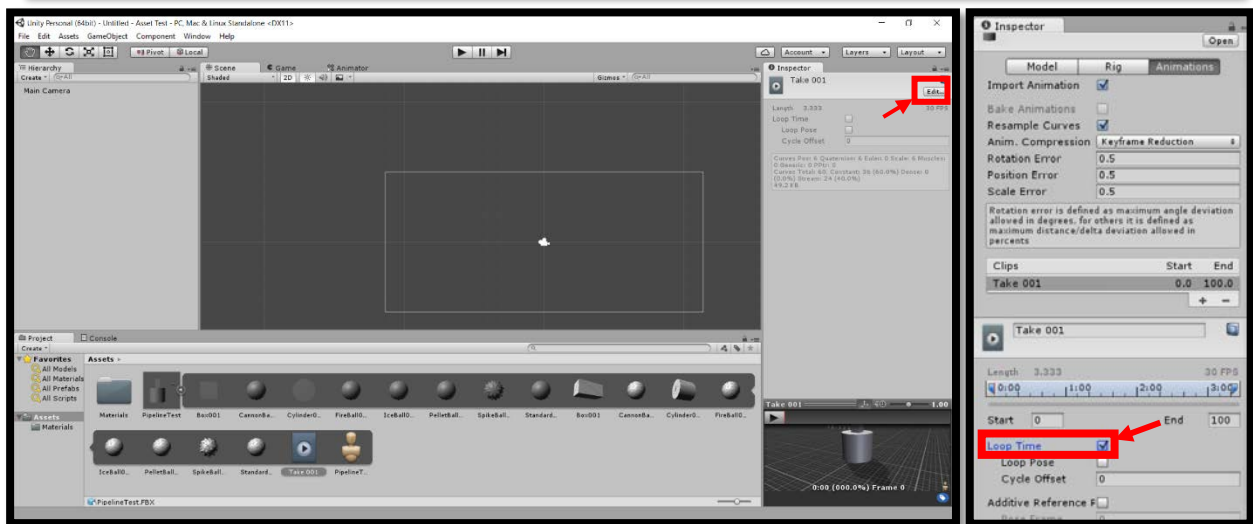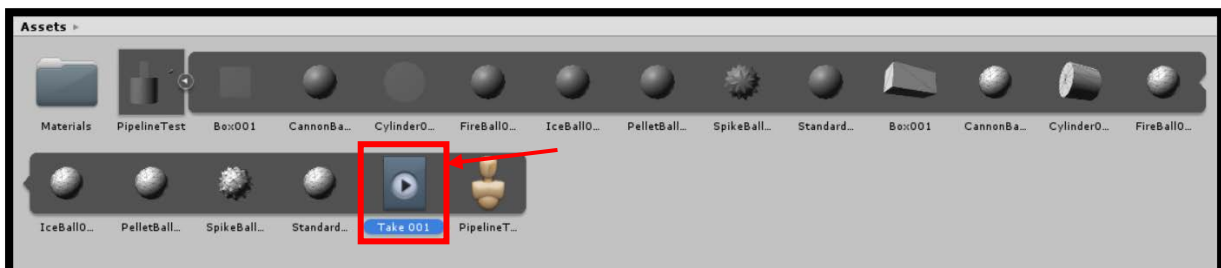
2. Import the file into Unity

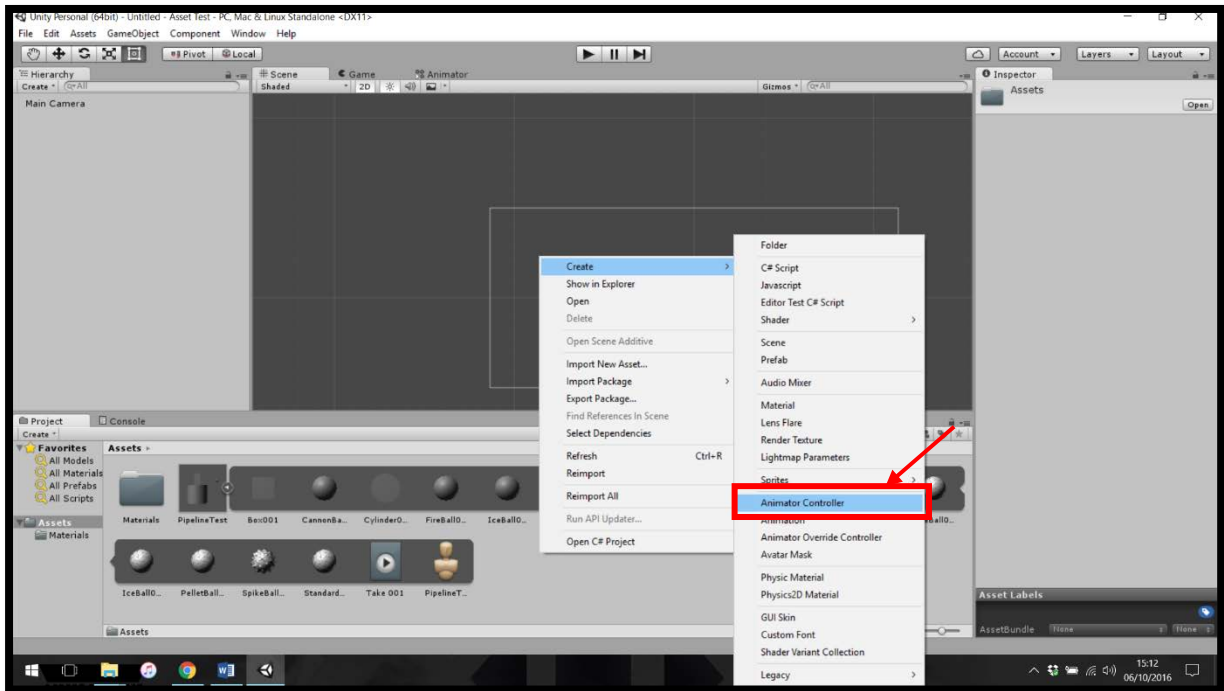In the Assets window right click and select Import New Asset.

3. (Optional) Set the animation to loop continuously

Once imported click on the animation file. Select edit in the top right and then tick the box next to loop time.
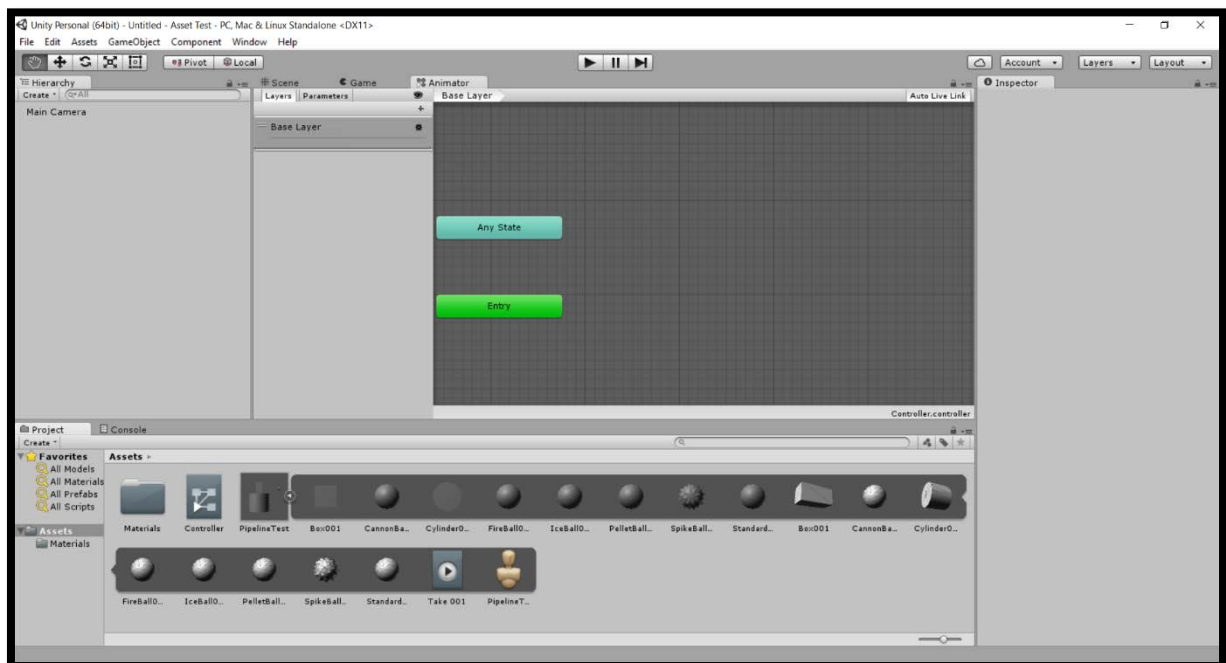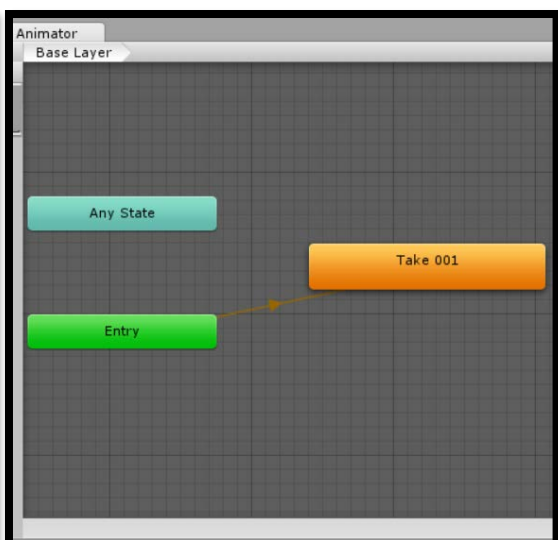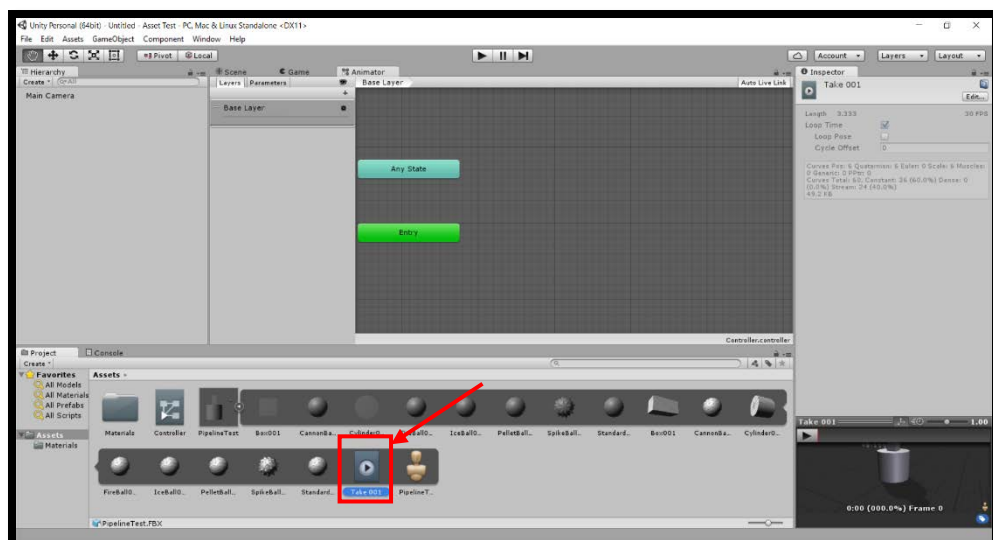
4. Create an Animator Controller

Right click in the Asset window and select Create>Animator Controller.
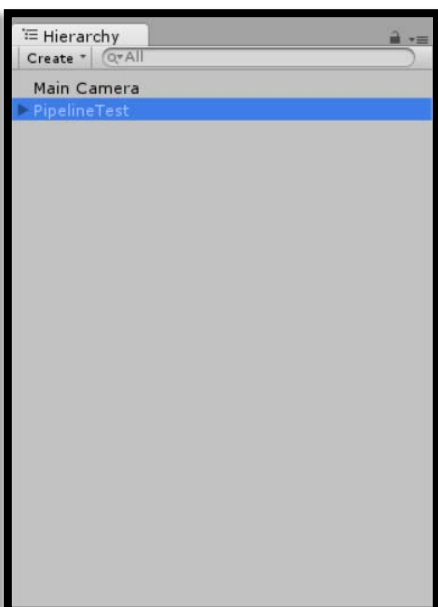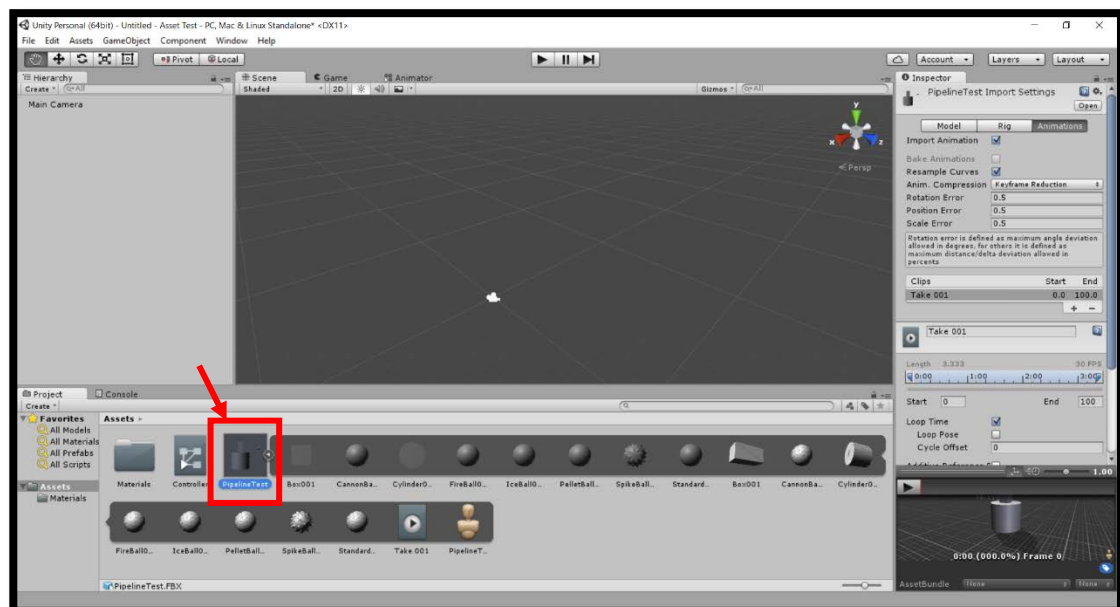

5. Link the animation to the controller

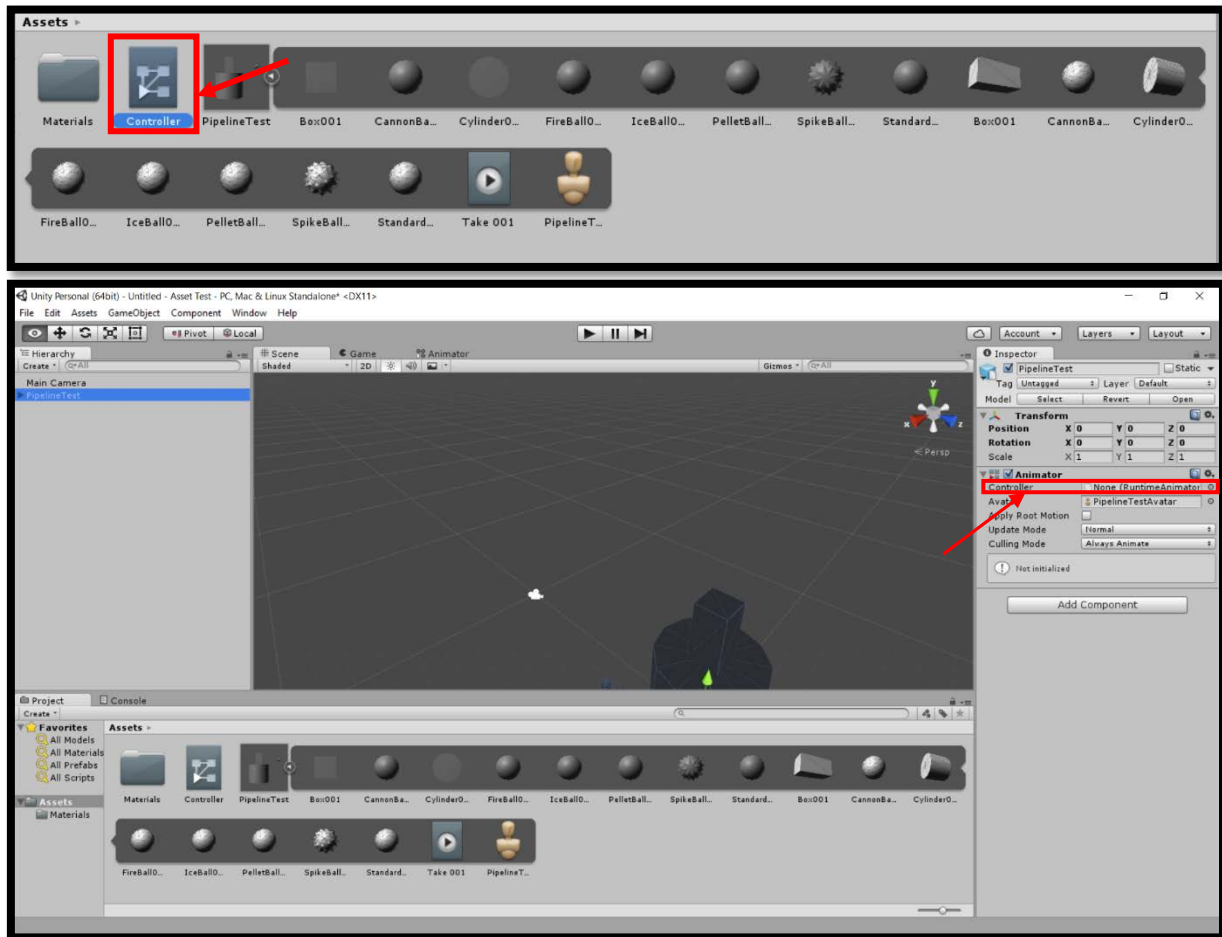Double click on the Animator Controller then drag and drop in the animation.

6. Add the object to the scene

Drag the object into the Hierarchy on the left to view it in the Scene.

7. Add the Controller to the object in the scene

Select the object in the Hierarchy and drag the Animator Controller you created earlier into the Controller box on the right.

8. Play the scene

When pressing play the animation should play correctly (you might have to adjust the camera to see it correctly).
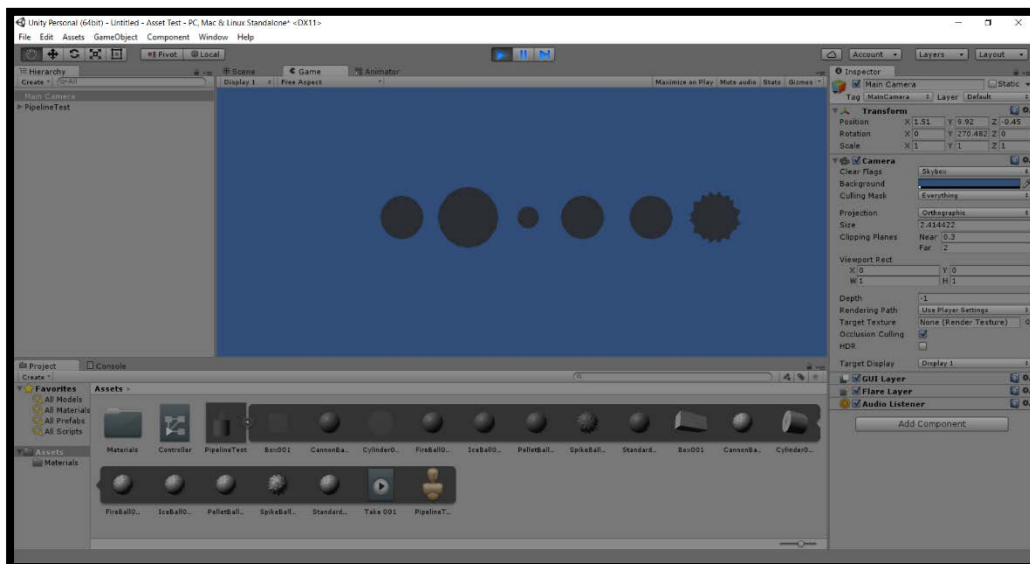
Video of above steps:

Click on the image below to view a video of the above tutorial