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=PSMsLlbmL1Y

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.

Materials PipelineText Bendel CannenBa. Cylinderd. Fredallo. Iceballo. Pelleball. Spik ball. Standard. Bendel CannenBa. Cylinderd. Fredallo. Tecballo. Pelleball. Spik ball. Standard. Bendel CannenBa. Cylinderd. Fredallo. Pelleball. Spik ball. Standard. Bendel CannenBa. Cylinderd. Fredallo. Tecballo. Pelleball. Spik ball. Standard. Bendel CannenBa. Cylinderd. Fredallo. Pelleball. Spik ball. Standard. Bendel CannenBa. Cylinderd. Bendel CannenBa. Cylinder	Assets ⊨													
Materials PipelineTest BoxOO1 CannenBa. CylinderO. FireBallO. tecBallO. PelletBall. SpikBall. Standard. BoxOO1 CannenBa. CylinderO. FireBallO. TecBallO. PelletBall. SpikBall. Standard. Standard. BoxOO1 CannenBa. CylinderO. FireBallO. TecBallO. PelletBall. SpikBall. Standard. Standard. BoxOO1 CannenBa. CylinderO. FireBallO. TecBallO. PelletBall. SpikBall. Standard. Standard. BoxOO1 CannenBa. CylinderO. FireBallO. Texte Onto PelletBall. SpikBall. Standard. BoxOO1 CannenBa. CylinderO. FireBallO. Texte Onto PelletBall. SpikBall. Standard. FireBallO. Texte Onto PelletBall. SpikBall. Standard. BoxOO1 CannenBa. CylinderO. FireBallO. Texte Onto PelletBall. SpikBall. Standard. CylinderO. Texte Onto PelletBall. SpikBall. Standard				0		0	9	0		0		٢		0
Reballo. Palletball. Standard. Palletball. Standard. Reballo. Palletball. Standard. Standard. Palletball. Standard. Reballo. Palletball. Standard. Standard. Standard. Standard. Reballo. Palletball. Standard. Standard. Standard. Standard. Palletballo. Palle	Materials	PipelineTest	Box001	CannonBa	Cylinder0	FireBall0	IceBall0	PelletBall	SpikeBall	Standard	Box001	CannonBa	Cylinder0	FireBall0
IceBallo_ PelletBall_ SpikeBall_ SpikeBall_ Standard Tike 001 PipelineT. Standard Generative Company Imperiative Company Imperiative Company Imperiative Company Standard Generative Company Imperiative Company Imperiative Company Imperiative Company Imperiative Company Nuccess Imperiative Company Imperiative Company Imperiative Company Imperiative Company Imperiative Company Nuccess Imperiative Company Imperiative Company Imperiative Company Imperiative Company Imperiative Company Nuccess Imperiative Company Im		٢	٨	٢	•	-								
Autor Database Dispector Dispector Autor Dispector Dispector Dispector Autor Dispector Dispector Dispector Autor Dispector Dispector Dispector Nuc Careros Dispector Dispector Dispector Dispector Nuc Careros Dispector Dispector Dispector Dispector Dispector Nuc Careros Dispector Dispector Dispector Dispector Dispector Dispector Nuc Careros Dispector Dispector <t< td=""><td>IceBallO</td><td>PelletBall</td><td>SpikeBall</td><td>Standard</td><td>Take 001</td><td>PipelineT</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>	IceBallO	PelletBall	SpikeBall	Standard	Take 001	PipelineT								
The Life and General Water Hat The Life and General Water Hat We have been by the Hat We have	A Units Descend (Mbit) - Unitid	nt - Arnal Tant - D' Mar Sc	inux Statefaltere - DV111											
Barby Sale	File Edit Assets GameObje	t Component Window	Help							and the second		O Inspector		Open
Nut Catero Instrumenton Instrumenton Instrumenton Nut Catero Instrumenton Instrumenton Instrumenton Instrumenton Instrumenton <t< td=""><td>THierarchy Create * (2:41</td><td>a</td><td>Scene Gam</td><td>e 🥵 Animator</td><td></td><td></td><td>Gizmes *</td><td></td><td>• O Inspe</td><td>ctor</td><td>● LAYOUT ●</td><td>Mode</td><td>I Rig</td><td>Animations</td></t<>	THierarchy Create * (2:41	a	Scene Gam	e 🥵 Animator			Gizmes *		• O Inspe	ctor	● LAYOUT ●	Mode	I Rig	Animations
Index Index </td <td>Main Camera</td> <td></td> <td></td> <td>den and an order of</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>2002</td> <td>Edt.</td> <td>Import Anim</td> <td>ation 🗹</td> <td></td>	Main Camera			den and an order of						2002	Edt.	Import Anim	ation 🗹	
Crist Ofiel Crist Ofiel Crist Ofiel Crist States St									Loop Ti	Pose	(30.995)	Resample C	urves 🗹	
Constant Active Terreteres Constant Con									Cyc	e Offset	1	Anim. Comp	ression Keyfram	e Reduction 8
Brought Complete									Curves	Petri 6 Quaterniair 6 Eolair der 0 PPtri 5 Totali 60, Constant 35 (6)	0.Scale: 6 Miscles)	Rotation Erro	0.5	
Rouged Rouged									(0.0%) (49.21)	lforeacti 24 (40.0%)		Scale Error	0.5	
Broget Clips Start End Constitution A (1) Index (1)									_			Rotation error allowed in deg maximum dist percents	is defined as maxi rees, for others it i ance/delta deviation	mum angle deviation s defined as on allowed in
A rouged Console 0.0 100.0 Consol Console 0.0 100.0 Consol Console 0.0 100.0 Consol Console 0.0 100.0 Market Console Console Market Sole Console Market Sole Console Market Sole Console Market Sole Sole												Clips		Start End
R rojote Constitution Consti												Take 001		0.0 100.0
Broject Conside Construction Astrib - Construction Astrib - Additive Reference Filler Astrib - Additive Reference Filler														
Viernies Arcti- Miderial Statut	E Project Console		_	_			_					O Take 0	01	6
And the set of the set	Favorites Assets >													
Material Partier Register 18 10:00 (200 0%) France 0 Locality Partier 18 70:00 (200 0%) France 0 Locality Par	All Materials All Prefabs All Scripts		9	•••	0 0	9.0		•	Take 00		9 - 0 - 1,00	0100	11,09 1	2100 1 13100
Schälle, Pelletalt, Spädalt, Spädal	Materia Materia	la PipelineTest Baul	01 CarnonBa. C	ylinder0. FireBall0	IceBall0 PelletBall	SpikeBall. Stand-	erd. Box001 Ce	nos8a Cylinder0	FireBallO.			Start 0		End 100
Schälle, Pelletali, Spädal, Steater, Spädal, Steater, Spädal, Steater, Spädal, Steater, Spädal, Steater, Spädal, Späd				🕞 🚨 Ì							Saul No.	Loop Time	1	
WPgelestet/283 Cycle Offset 0 Addive Reference F Addive Reference F	trabili	Pellethall Sole	all Standard	PoetorT						1000	444	Loop Pose		
Wheelentrat/201 Additive Reference F										0:00 (000.0%) Fr	ame 0	Cycle Off	iet 0	
	Pipeline	Test.FBX									•	Additive Ref	erence F	

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.



C Unity Personal (6	4bit) - Untitled - A	sset Test - PC. Ma	c & Linux Standalone	<dx11></dx11>									-	a x		
File Edit Assets	GameObject (component Win	dow Help												Animator	
0 + 0	X 🗉 🖸	Pivot @Loc	al				► II ►					C.	Account • Layers • La	Layout •	Base Layer	
Te Hierarchy Create * (0*All		# -=	Escene	C Game	S Animator Base Layer	_	_	_	_	_		Auto Live Link	Inspector Take 001	# -= 0		
Main Carmera			Base Layer		Any Stat	-							Lange 2:333 Goot Time: Loop Para: Copie Offer: Searce 0: Prev Course For Screen St. Harr 9 Scale Searce 0: Prev Course 1: Free Screen St. 640-094 (c) Course 1: Free St. 640-094 (c) Cours	Eden) 30 FPS As 5 Marcine Cense 0	Any State	
Project Creste * Favorites	Console							(Q			Corr	poller controller A S *			Entry	Take 001
All Models All Material All Prefabs All Scripts		Z		9	0.0		0	٢	9		9		Take 001	• 1.00		
Materials			• •	0	•		e	ayın eb bit.	and the		Carriella L.	Cynnwol U.		-10		
	FireBall0.	IceBell0_ P	elletBall. SpikeBa	LStendard	Tale 001 Pipeline	π.							0:00 (000.0%) Frame 0	•		
	an Pipeline Test	.HBX	_	_	_	_	_	_	_	_	_					

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.

Assets ►												
Materials	oller PipelineTest	Box001	CannonBa	Cylinder0	FireBall0_	IceBallO	PelletBall_	SpikeBall	Standard	Bex001	CannonBa	Cylinder0
FireBall0 IceBa	IIO PelletBall	SpikeBall	Standard	Take 001	PipelineT							
Unity Personal (64bit) - Untitle File Edit Assets GameObjec	d - Asset Test - PC, Mac & Lin t Component Window	ux Standalone* <dx11 Help</dx11 	1>									- a ×
• + S X 🗉	•B Pivot @ Local	1.12								Account	t • Layers	• Layout •
TE Hierarchy Create 1 (* 248) Nain Camera N Pyelore Yest	i - Sha	Gan Gad 22	** Anima * ≪)	ter"			Gim	95 * ((rAl)	<pre> </pre>	(a) C Inspector	Add Compon	a
Project Console						(0,						
All Models All Materials All Prefabs All Prefabs All Scripts Materials Material	Controller PipelineT	sst Box001 C	CannonBa Cylinde	r0 FireBall0	JiceBallO F	PelletBall SpikeB	all Standard	Bex001 Can	9 Door			
FireBallO	. IceBallo PelletBal	L. SpikeBall. S	Standard Take 0	01 PipelineT								

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

