

Animation Types

Unity currently ships with 2 types of animations, commonly known as *Legacy* and *Mecanim*. They both have ups and downs when it comes to use them on Unity in general, so here is a little Pros and Cons from both types and how they can affect your work with UFE.

Mecanim

Pros:

- With the use of a global humanoid rig system, you can virtually have any animation on any humanoid model
- Has an automated mirror system (better processor usage and no texture glitches when mirroring characters)
- Lots of extra options when it comes to minimal adjustments such as small rotation errors and root position

Cons:

- Each animation has to be carefully adjusted in the Animations tab of the FBX file, as they can suffer rotation and position errors during conversion to [Humanoid](#) rather frequently
 - *Animation preview* in the move editor only works with the default avatar for that animation
 - Because of the current [limited access](#) to Mecanim source, the work around used to control Mecanim animations is fairly limited
 - Setting [Interpolation Speed](#) higher than 0 may cause some visual glitches
 - Setting animations to a negative speed may cause visual glitches
 - Animation Flow must be marked as *Smoother* if Mecanim is selected
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Legacy

Pros:

- None of the limitations posted above

Cons:

- The mirror approach used by UFE is not the best suited for complex model characters. Some normal textures might suffer visual glitches when crossing sides
 - Because there are no tools to edit your animations you are highly dependable on its imported transform definitions
 - Does not work interact with other humanoid rigs
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