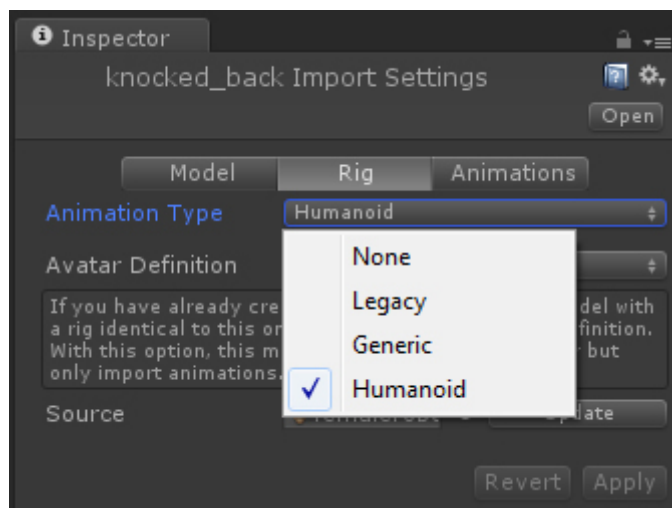# Animation Types

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 in the *Animations* tab

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
- Animation Flow must be marked as *Smoother* if Mecanim is selected
- Setting Blending Duration higher then 0 may cause some visual glitches due to a bug on the Animator.CrossFade method.

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 interact with other humanoid rigs unless its the exact same bone structure

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