Rigging a Fuse Character

Once you have created a Fuse character, you will need to upload it to Mixamo.com in order to rig it for use in Unity, Unreal, etc.

1) In Fuse, got to File > Export > Export as .obj

2) Leave the checkbox settings as they are, and click "OK"

3) Choose a location to save the character to. The character will be saved in its own folder in this location. The character folder will contain the .obj file plus textures, normal maps, etc.

4) In Windows Explorer, zip the character folder to a .zip format. You can use the built in Windows zip tool (Right click on the folder > Send to > Compressed (zipped) folder) or you can use 7-Zip or similar.

5) Open a web browser and go to www.mixamo.com.

6) Use Google and your SU credentials to log in to Mixamo.

7) On the Mixamo website, navigate to the "Characters" tab.

8) ON the right side of the page, click the "Upload Character" button.

9) Drag and drop the zipped character folder onto the landing box. Read and follow the on-screen instructions to complete the upload process.

10) You will eventually reach a dialogue screen where you will be asked to "auto-rig" your character. Drag the various markers to the correct positions on your character, carefully following the on-screen instructions. For the Skeleton LOD drop-down, make sure "Standard Skeleton (65)" is selected.

11) Click "Next." The auto-rigger algorithm will prepare your character. This may take a few minutes.

12) When the auto-rigger is finished and you are satisfied with the result, click "Next" until the dialogue window closes.

13) To download the rigged character back to your workstation, click the "Download" button on the right side of the web interface.

14) In the dialogue window that opens, choose:

- FBX Binary (.fbx)
- With Skin
- 30 Fps
- No keyframe reduction

15) Click "Download. The character will be downloaded to your usual downloads folder as a .fbx file. You will then be able to use this file in Unity or Unreal.