

This tutorial series, called the Deer Project, will discuss the animation pipeline, including importing a character, setting up animations for that character and adding new animations.



Assets will be provided, but of course self-created assets can also be used.

At this time, the series consists of the following tutorials, but new ones will be added in due time:

- [Tutorial - Replacing the Player Character](#)
- [Tutorial - Adding an Animation in Mannequin](#)