Let’s take a look at an easy way to add animated character mannequins into your scenes.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Intro
* 00:35 - About Mixamo
* 01:00 - Using Mixamo
* 02:47 - Import to Blender
* 03:15 - Graph Editor operations

****Links:****

* [Mixamo](http://www.mixamo.com/" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

<http://www.mixamo.com/>

****Shortcuts:****

* ****Shift + H**** | Hide unselected mesh
* ****Shift + E**** | Set F-Curve Interpolation menu
* ****T**** | Set Keyframe interpolation menu