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If the materials are pink make sure you have the “Shader Graph” package installed otherwise the custom shaders won't work.

Getting started:

Video Tutorial: https://youtu.be/ujF9W_BioTI

Note: Demo scene is not a designer tool it's just meant to showcase the outfits and features of the asset pack, I'm sorry if this caused confusion.

In Bozo_Stylized_Modular_Characters > Prefabs grab **BSMC_CharacterBase** and place it in the scene.

Once in a scene you can parent outfit prefabs to **BSMC_CharacterBase** hit play and they will automatically follow the base character skeleton and conform to the body shape parameters set on the **Outfit System** component.

Note: It is recommended for any movement script you'd want to use for you to put the the movement script on an empty game object and put **BSMC_CharacterBase** under it

Upgrading to HDRP:

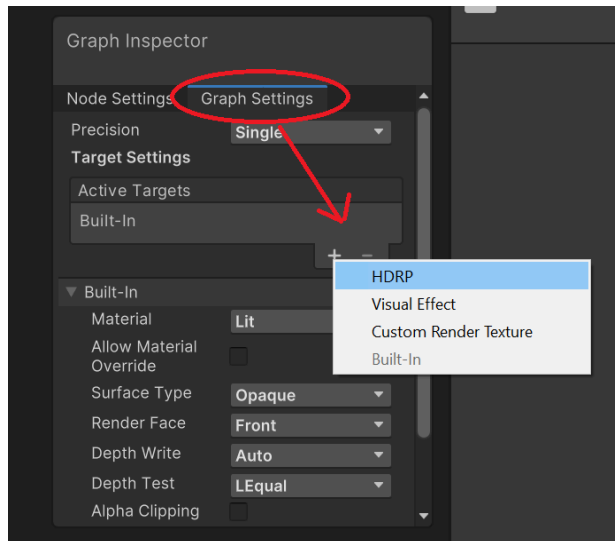
To make the materials compatible with HDRP open each shader

BSMC_ClothesCustom

BSMC_ModularEye

BSMC_Skin

And add HDRP to the active targets



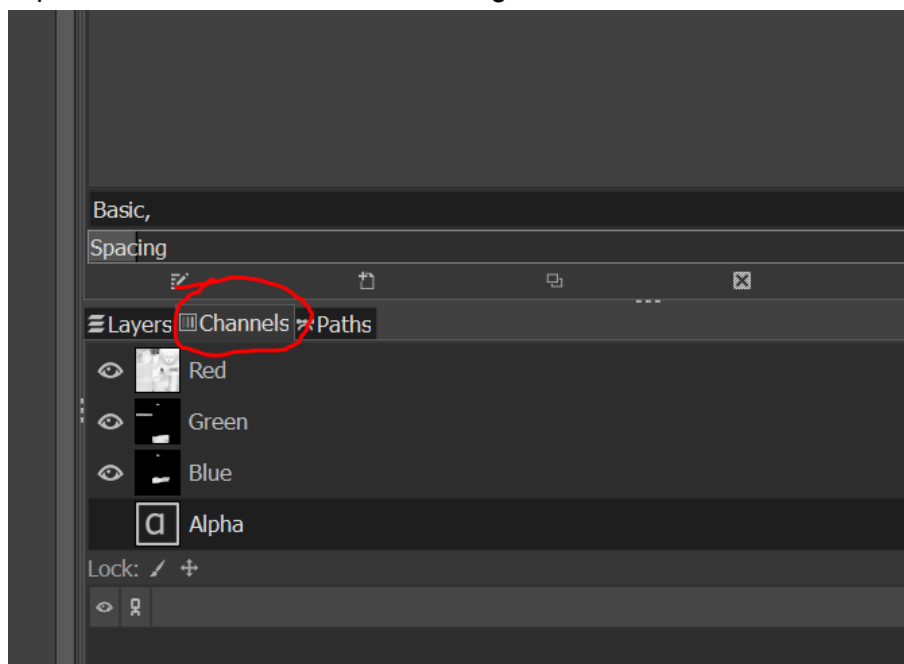
Editing Textures:

If the texture doesn't use the alpha channel

I used the alpha to pack in extra information but this makes it difficult to edit the textures without the source files so this section will show you how to edit the textures correctly so you may edit it.

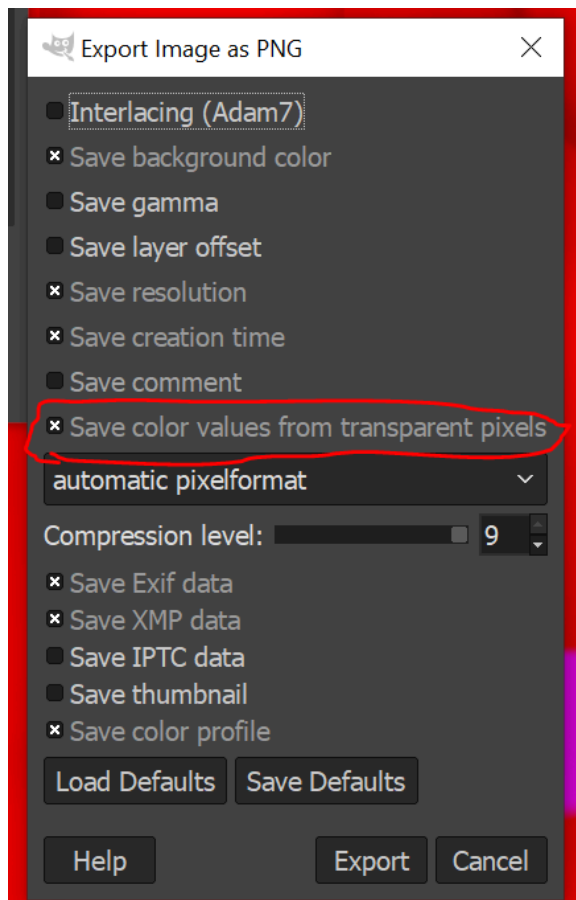
To my knowledge there isn't a way to unpack the texture correctly in Photoshop but thankfully GIMP can do this so I will show you how to do it in GIMP

Import the texture into GIMP and navigate to the channels tab



Here you can show, hide and lock channels so you can work on them. Clicking channels will lock and unlock channels. I recommend only working on one channel at a time. Since these are single channels you can only use grayscale.

Once you finished editing the texture export as PNG
make sure to turn on “Save color values from transparent pixels”



The texture should now work and the alpha won't destroy the color in invisible areas.