

CHARACTER CREATOR MANUAL

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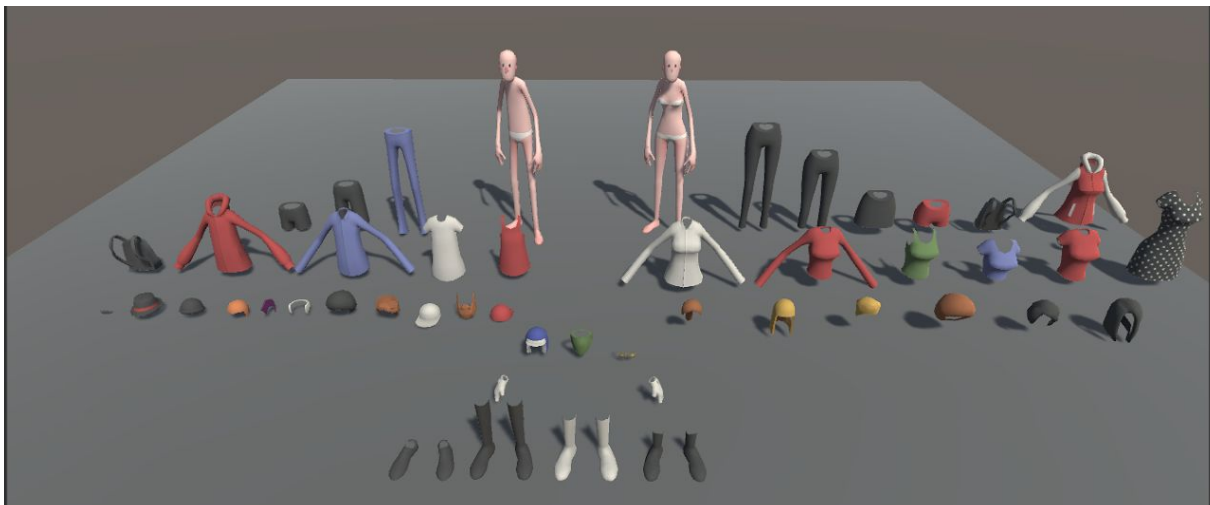
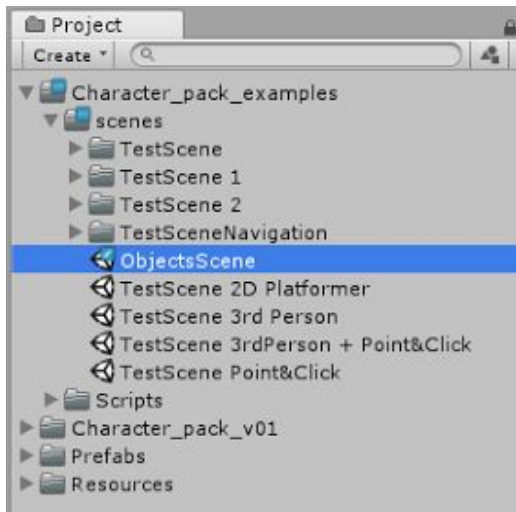
1. PACKAGE CONTENT

This package includes:

- Character editor
- Male/female character
- 3 skin colours
- More than 60 different hats
- More than 30 different tops
- More than 20 different pants / skirt / dresses
- Run and walk animations
- Jump animations
- Crouch animations
- Fight animations
- Death animations
- Example animators (test, Point&Click, 3rd person controller...)
- Example scenes (Point&Click, 3rd person controller, 2D platformer...)
- PSD files for making custom textures (including wireframe and AO separated layers)

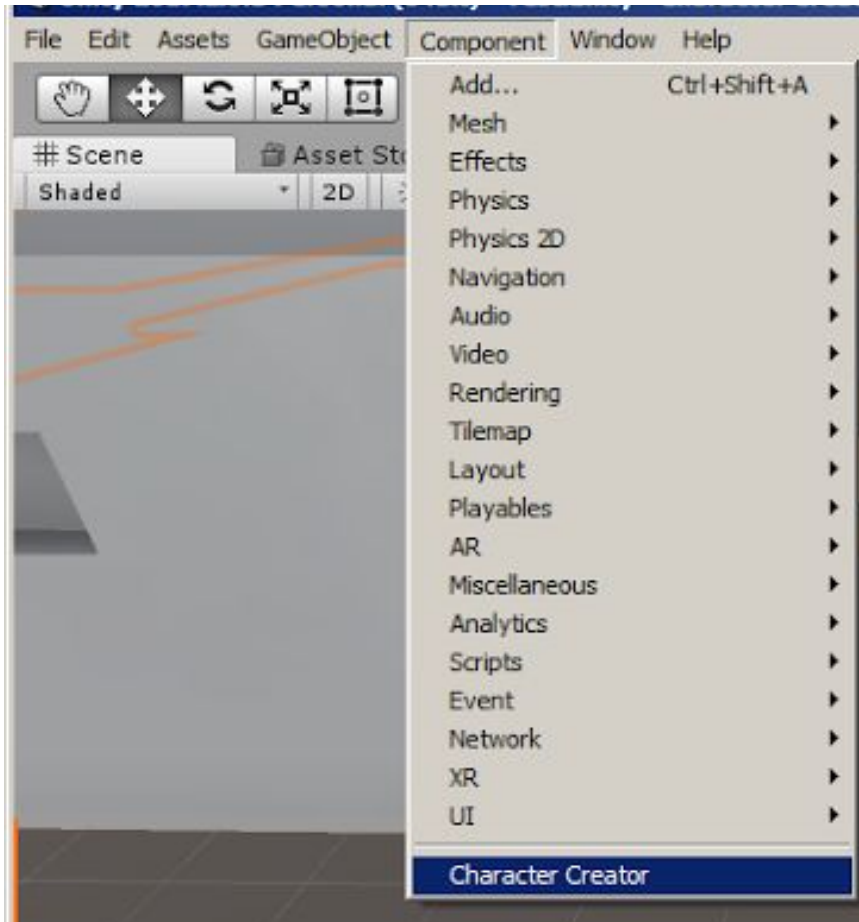
Objects can use different materials that can be completely customized.

For a reference of the available objects check the example scene included (“ObjectsScene”):

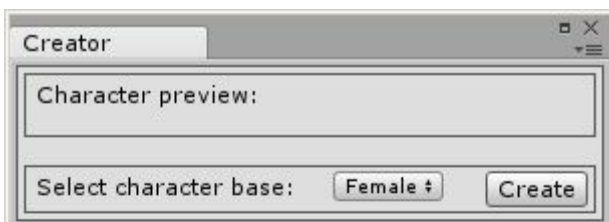


2. CREATING A CHARACTER

To open the character creator go to Component->Character Creator:



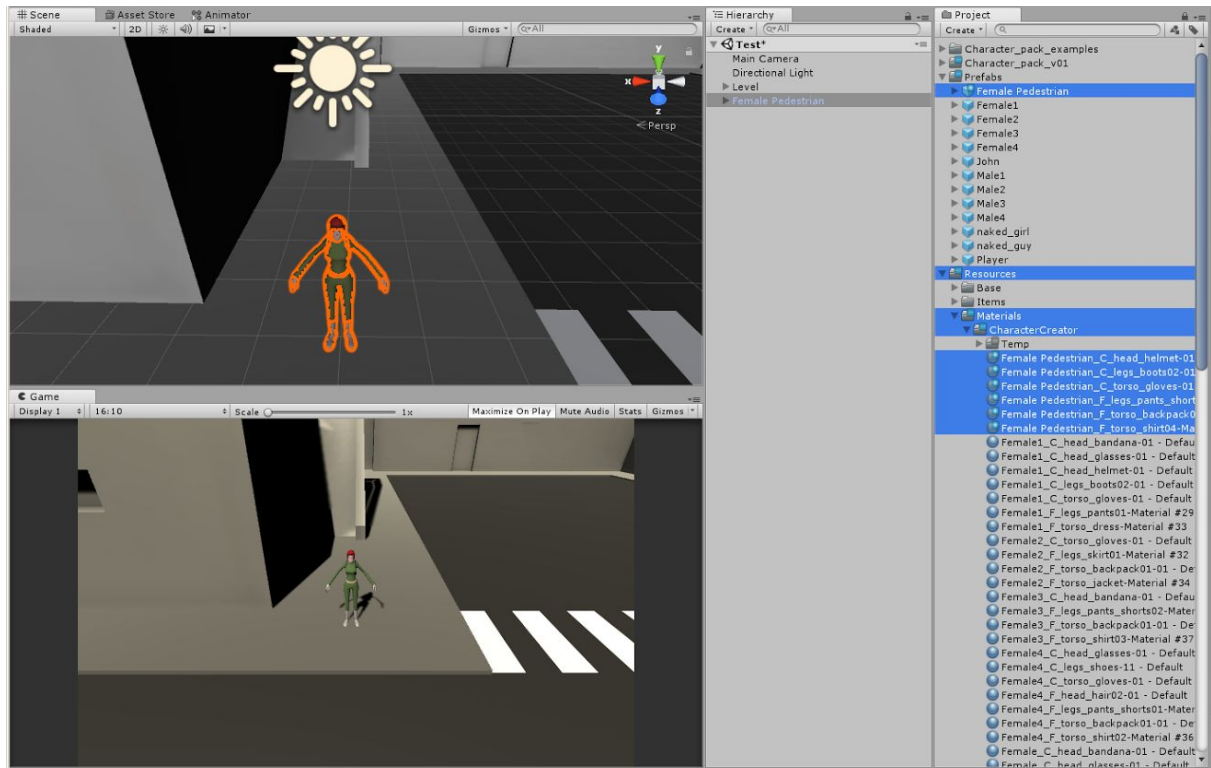
You will see a new window that allows you to create a new character. Just choose male or female to create a basic character:



You will be able to select different components for your character and change textures as needed. Use “Randomize” to create different characters randomly and modify them as needed to build a character that fits your needs.



Choose a name and use the “Save” button to keep your design. You will find the character on your scene and a prefab for your character under the “Prefabs” folder. Character materials are stored on “Resources->Materials->Character Creator”; material names start with the name of the corresponding character.

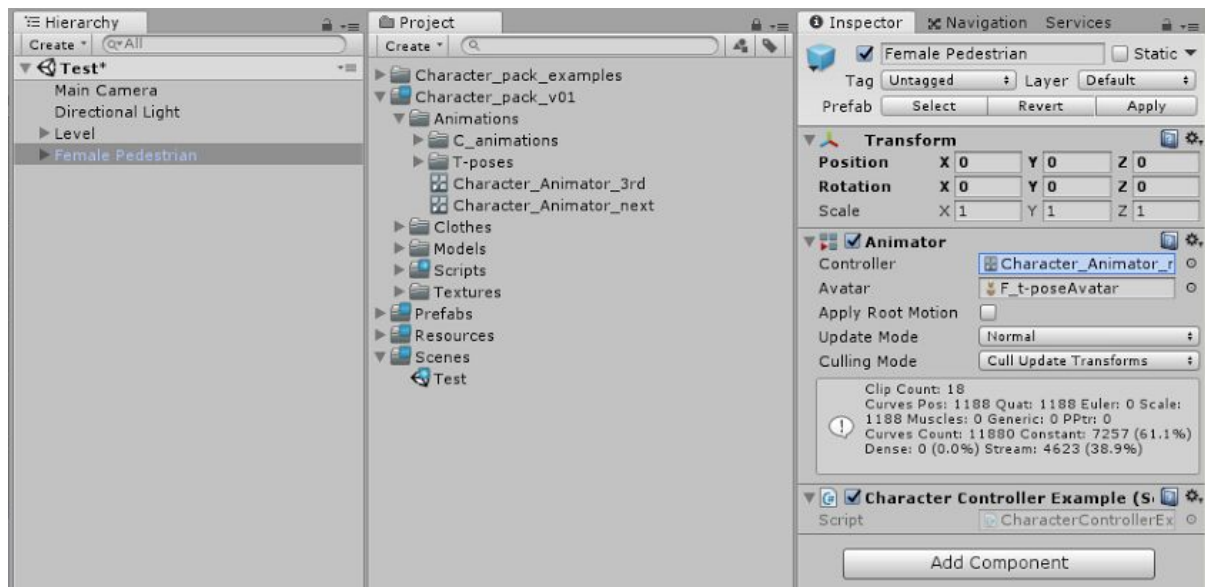


3. ANIMATORS

All the characters created, by default, include their own animator (“Character_Animator_next”). The default animator is added for testing purposes, start the game and just press spacebar to change animation.

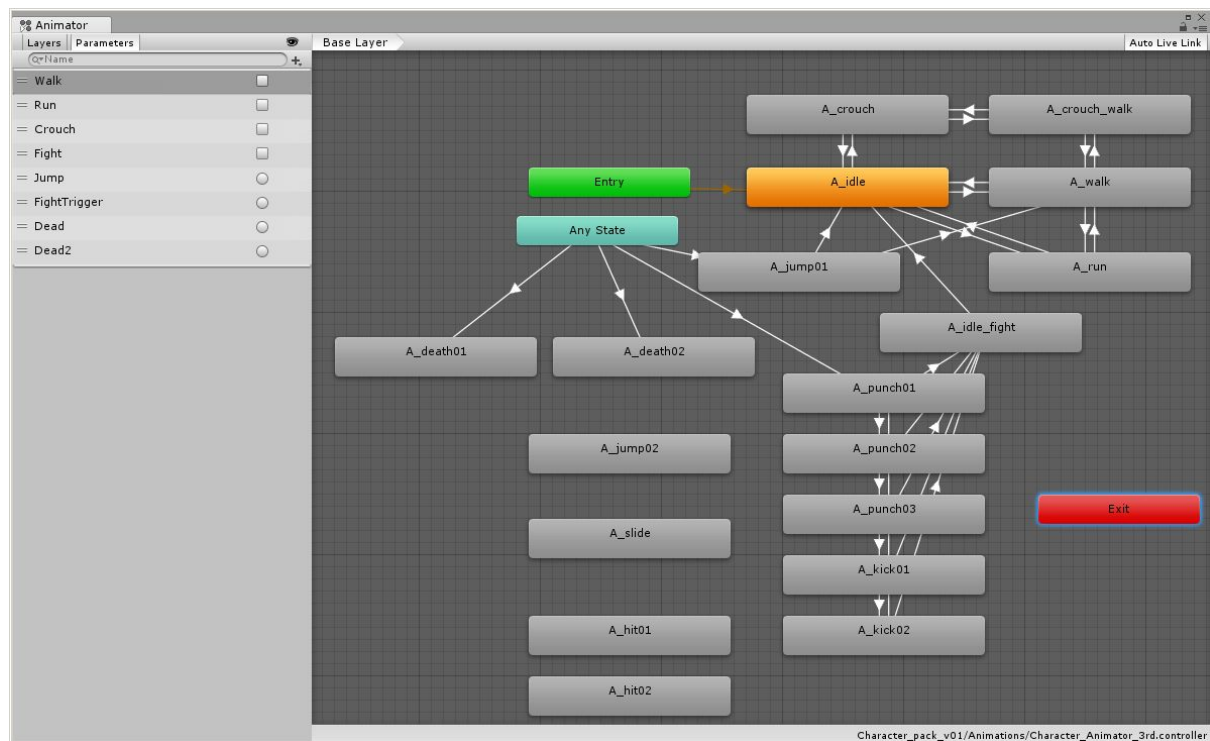
You are supposed to create your own animators for your games, but we include a basic animator that can be used as an example for third person or point and click games.

To use the third person animator just drag the “Character_Animator_3rd” you will find under “Character_Pack->Animations” over the current animator of your character.



Notice that just changing animators will make the default character unresponsive, we will need to change scripting too to match the desired behaviour (Section 4).

Remember you can change the animator behaviour using the “Animator” window
(“Window->Animator”):

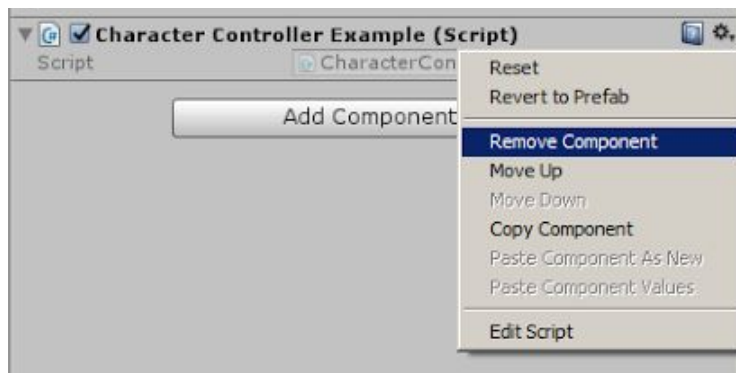


Look for the tutorials from Unity if you need to learn how to use and/or modify animators.
You can start here: <https://unity3d.com/learn/tutorials/topics/animation/animator-controller>

4. SCRIPTING

To make the characters behave as expected you will need to change the animator, the components and the scripts. We have seen an example of how to change the animator and how to modify it with the tools you have at hand within the package. Scripting and components are more complex and require specific work to adapt the behaviour to your design. Here you can find a couple of basic examples about how to make the characters work for different game genres.

Replace the animator to use the “Character_Animator_3rd” as explained on section 3 and remove the default script (“Character Controller Example”) added to your character:



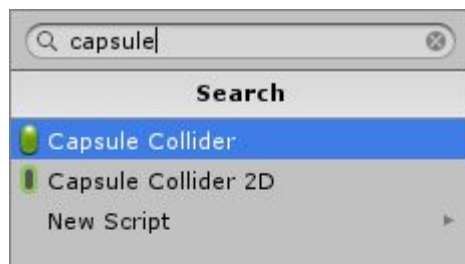
Check the examples provided (section 5) to see everything working as expected.

4.1. Third Person Controller

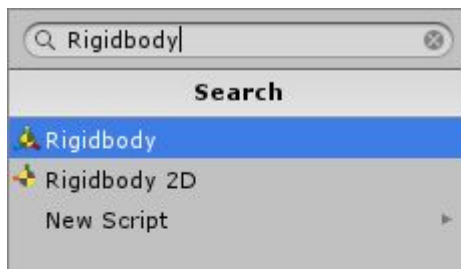
We provide a simple physics based third person controller to show a relatively complex controller working with your characters. Follow the steps to build your own third person character.

We need the character to have a collider (to collide with the map), a Rigidbody (to be able to move and apply forces) and a script to control the character, animations and forces to apply.

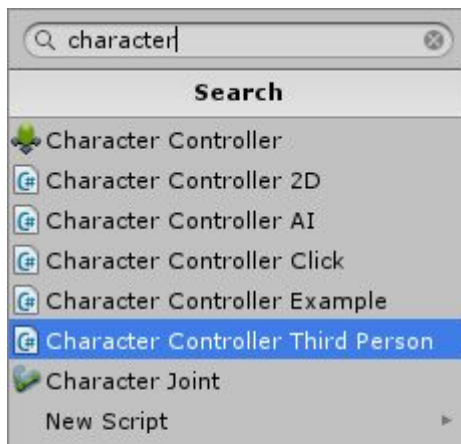
Add a capsule collider to your character:



Then a Rigidbody:



And finally the script provided for 3rd person character controllers ("Character Controller Third Person"):



You will need to set the right values for your components to make physics behave as expected. For example:

Rigid body:

Mass: 100

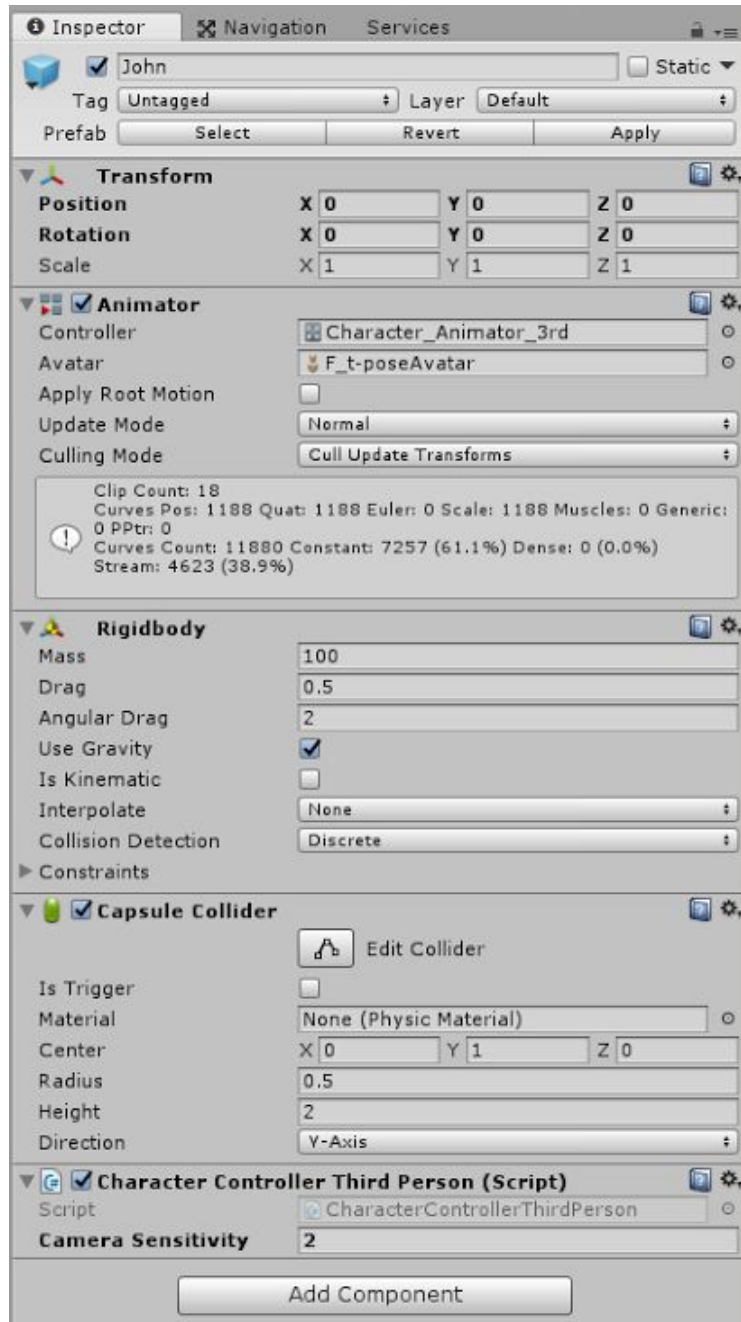
Drag: 0.5

Angular Drag: 2

Capsule Collider:

Center X 0 Y 1 Z 0

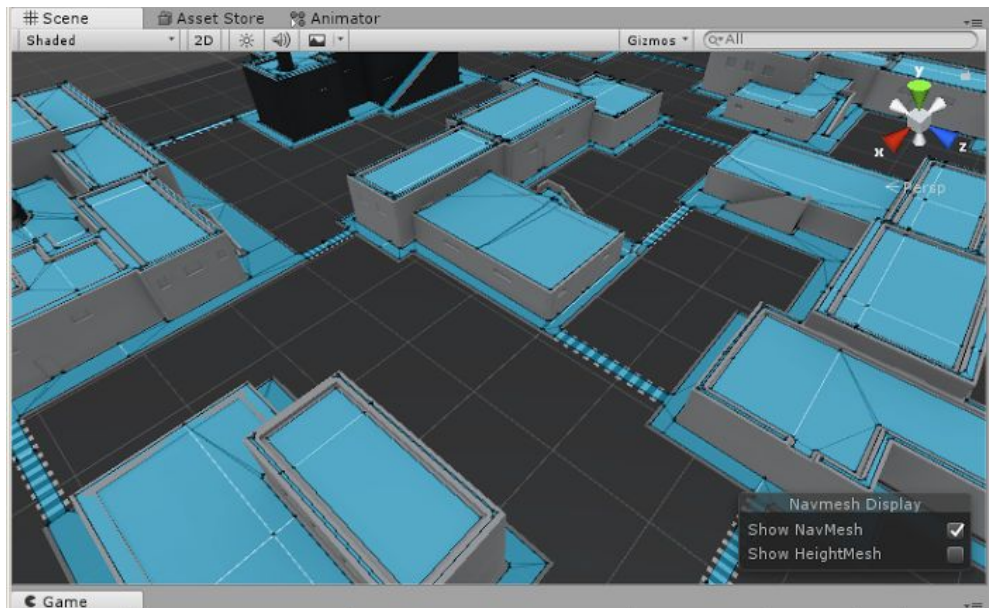
Height: 2



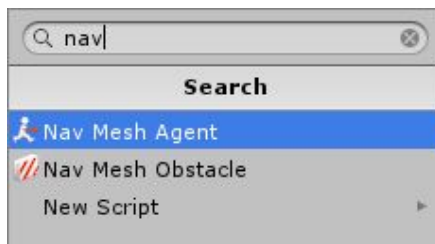
Press play and try your character using WASD, Space, shift, ctrl and F keys.

4.2. Point and Click Controller

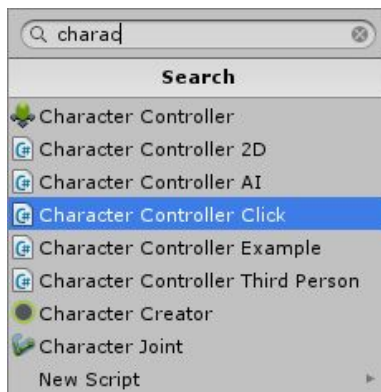
In order to have a character walking around a level you first need to build a Navigation Mesh in your Unity scene. You can find information about navigation meshes in Unity here: <https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html>



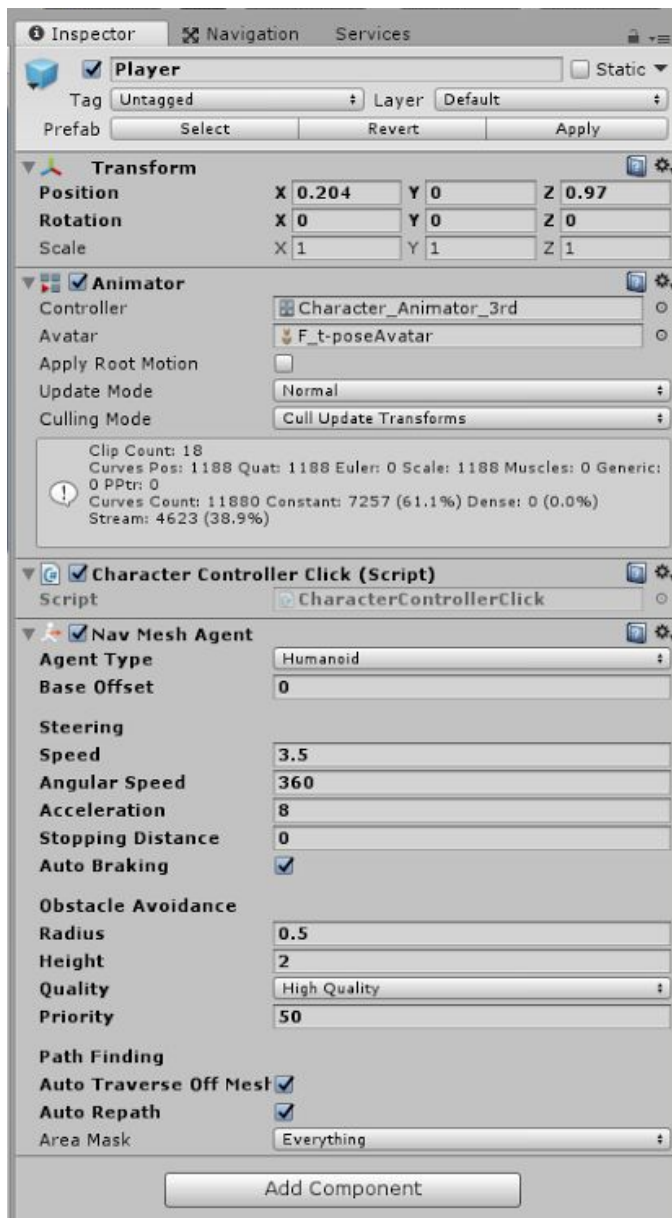
Once the navigation mesh is set we will need to add our character an agent capable of navigating the mesh, that is, a NavMeshAgent:



And then a script capable of receiving mouse clicks to send movement orders to the character. You can find a simple point and click script under "Character_pack_examples->Scripts", it is named "CharacterControllerClick".



With the right values you can see your character moving fluently as expected:



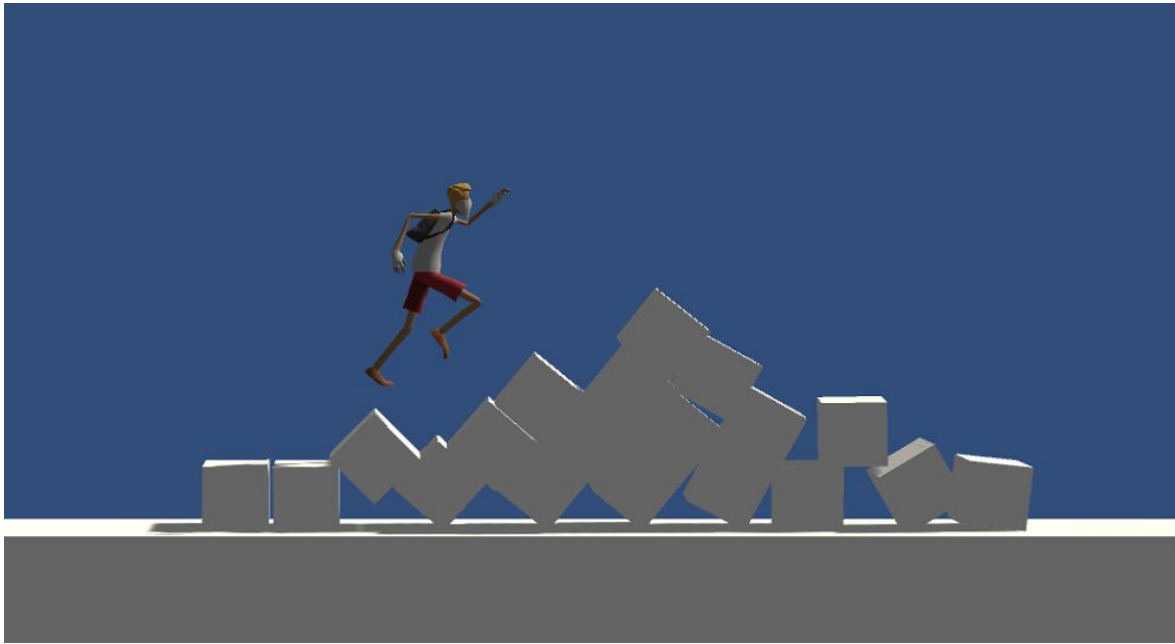
Press play and try moving around your character using mouse clicks. Interact with the rest of NavMeshAgents in your level.

5. EXAMPLES

You will find a few example scenes under “Character_pack_examples->scenes”. Use them as a reference of what can be done and how. In fact, there are many ways face the same kind of problems, just think of the examples as possible approaches to known problems.

The examples you will find include:

A simple 2D platformer:



A third person controller:



Or a point and click controller:

