CONTACT INFO

SET CHARACTER

3) Create 'Item Groups'
   For the current content of the pack, create 4 groups of character parts:
   - Legs
   - Torsos
   - Heads
   - Hairs

   Slots parameter sets the number of available object fields for each group.
   For example for legs group set slots to 4, so you can set the 4 sets of legs included in this pack.

4) Drop models into the available fields.
   You can find the character parts in the project:

   Assets\Cartoon Heroes\Female\3D\Legs\Base_Legs\
   Assets\Cartoon Heroes\Female\3D\Legs\Legs_1\
   Assets\Cartoon Heroes\Female\3D\Legs\Legs_2\
   Assets\Cartoon Heroes\Female\3D\Legs\Legs_3\

   Assets\Cartoon Heroes\Female\3D\Torsos\Base_ Torso \
   Assets\Cartoon Heroes\Female\3D\Torsos\Torso_1\
   Assets\Cartoon Heroes\Female\3D\Torsos\Torso _2\
   Assets\Cartoon Heroes\Female\3D\Torsos\Torso _3\

   Assets\Cartoon Heroes\Female\3D\Heads\Head_1\
   Assets\Cartoon Heroes\Female\3D\Heads\Head _2\
   Assets\Cartoon Heroes\Female\3D\Heads\Head _3\

   Assets\Cartoon Heroes\Female\3D\Hairs\Hair_1\
   Assets\Cartoon Heroes\Female\3D\Hairs\Hair _2\
   Assets\Cartoon Heroes\Female\3D\Hairs\Hair _3\
   Assets\Cartoon Heroes\Female\3D\Hairs\Hair _4\

   *Idem for Male character

5) Add an instance of each group to build character.
   Using 'Add Item' you will instantiate a character part and it will attach to the animation skeleton by parenting to the corresponding bone.

6) Hide / Disable the animation skeleton's mesh.
   The animation skeleton has a mesh for visual purposes but it can be disabled so only the animation is used for the character.
   It is recommended that in the Animator component, Culling Mode is set to Always Animate. To solve some issues when using the script in runtime.

7) Drop a sword to the scene. Parent it to 'Character R Hand' bone, and reset transform so it snaps into position.