



# CHARACTER CREATOR 2D

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## Quick Start

### Creating new character:

- 1) Navigate menu to 'Window > Character Creator 2D > Create Character'
- 2) Create your character
- 3) Save your character as prefab, json, or export as PNG

*PS. this will open Creator UI scene and play it, please save your scene before creating character*

### Creating new part:

- 1) Go to 'Assets/CharacterCreator2D/Texture Guides' in project Window
- 2) Pick one of the sprite as a guide to create your new part
- 3) Draw your new part based on the guide
- 4) Import it into unity

### Adding new part:

- 1) Navigate menu to 'Window > Character Creator 2D > Add New part'
- 2) Type the name in the 'Name' field
- 3) Drag your sprite into the 'Texture' field
- 4) Drag your color mask if you have one
- 5) Choose which texture guide that you used from the 'Template' dropdown
- 6) Check which parts are used in your sprite, if unsure, leave it at default
- 7) Choose compatible body type for your parts
- 8) Click 'Create'
- 9) Your new part should be available in the Character Creator UI under 'Custom' package

For more in-depth manual and scripting API please refer to the Online Documentation:  
<http://bit.ly/CC2Ddoc>

If you like CC2D, please consider leaving a review. 😊

# Additional Contents

We also have other themes as additional pack/add-on for the Character Creator 2D. All available in the Unity Asset Store, more themes are in the work and will be added later. Be sure to check them all out!

[Check all available packs here!](#)

## Installation

Import the additional packs into your Unity Project, then go to the menu “*Window/Character Creator 2D/Refresh Parts and Add-Ons*”.







