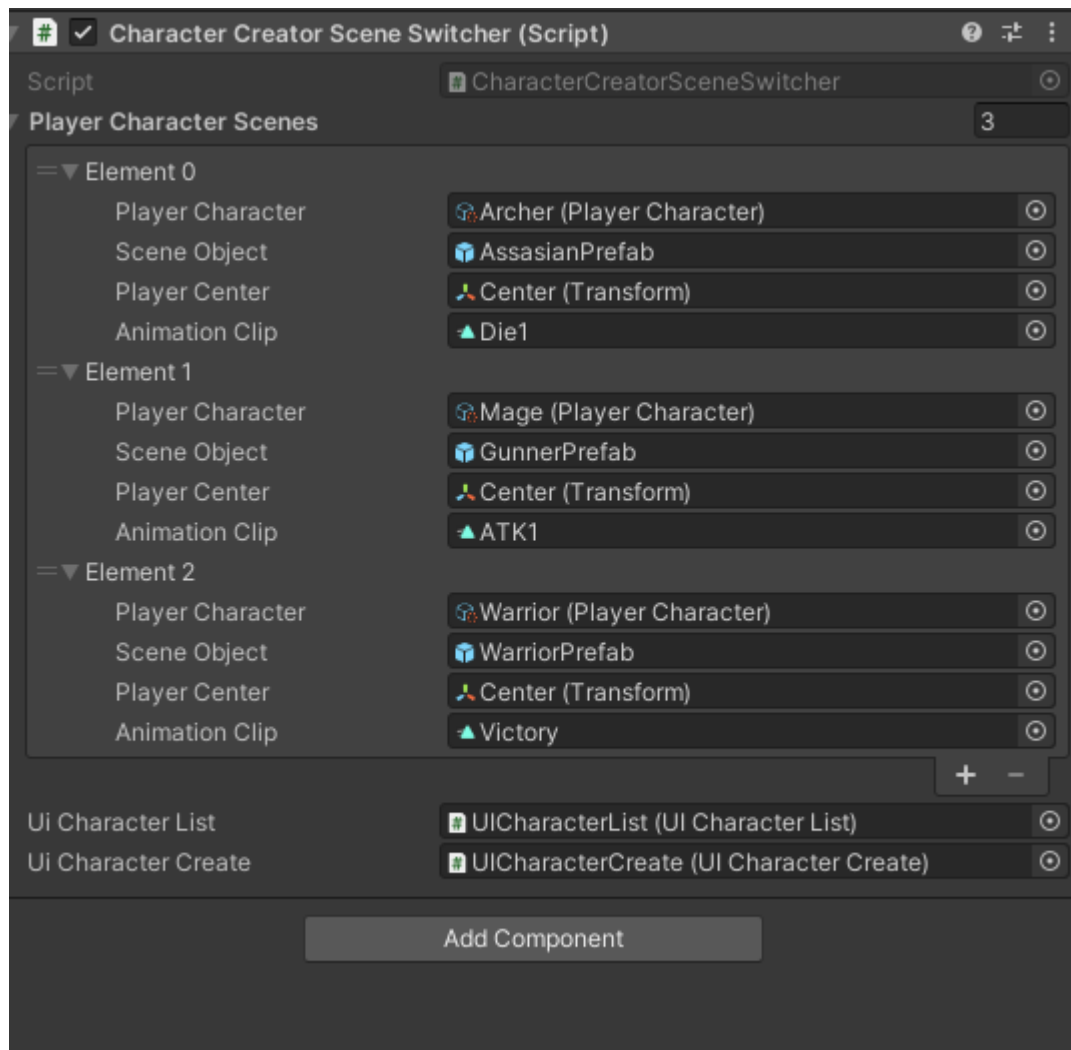


Character Selection Scene Addon

1. On your Home scene add the Character Creator Scene Switcher component to the CharacterModelContainer gameobject.
2. Add each Class (PlayerCharacter) in your game to the list of Player Character Scenes and fill out the data.



- a. **Player Character:** The Player Character Scriptable Object.
- b. **Scene Object:** This gameobject should be in your scene and disabled, all your visual data should be child objects (this includes cameras and lighting).
- c. **Character Center:** Where the player should spawn.
- d. **Animation Clip:** If you want the character to play an animation when the Class is selected then put your animation clip here.