

LIAM V.2

Update Notes:

The new update contains version 2 of my character Liam which is set up to enable character customizations. Version 1 is a fixed update of the initial release.

Version 1:

- Fixed the scale
- Fixed bone orientations
- Fixed improper weights

Version 2:

- All the fixes from version 1
- Added new 5+ hairstyles
- Separated pants from the body
- Separated T-shirt from the body
- Added a plain vest

** Version 2 is meant for people who want to add customizations in their projects. I'll be working on new clothes after updating all the other characters I have available on store. Not any soon.

** If you are not able to use the updated package due to any reasons, please feel free to write me on my email (Akishaqs@outlook.com) not in the review section. Publishers do not get any notification for reviews. I am active on my Facebook page: <https://fb.me/Akishaqs> you can message your issue there.

** You can use any animation from store that supports humanoid rig setup. There might be some errors in Mixamo animations targeted on Humanoid rigs. You can read about the problems here: [Mixamo animation problems in Unity](#) Most of them work quite well but a few of them do not.

Thank you for purchasing Liam, please leave your feedback in the review section.

Best Regards,

Akishaqs