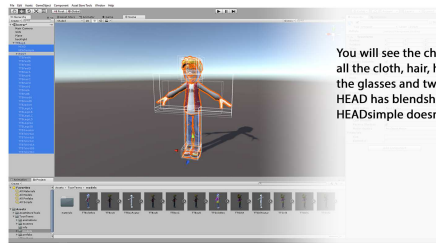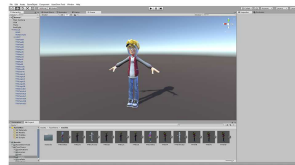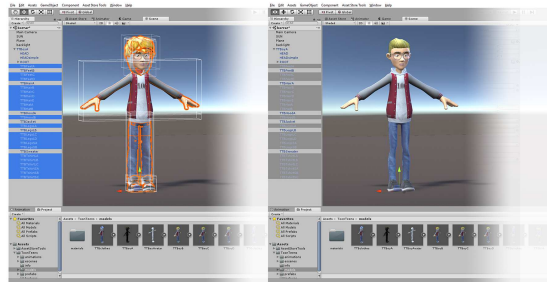# Let's create a character.

Choose one of the models in the
models folder and
place it into you scene.

You will see the character with
all the cloth, hair, hat options,
the glasses and two heads:
HEAD has blendshapes,
HEADsimple doesn't.

Deactivate or erase all the options you don't want.

Now let's choose the materials. You can check the visual guide included in the documentation
folder to have a quick idea about the look of every model, their material options and the folder
where you can find them.
All the materials are standar shaders.

If you want to see the character in motion add any of the animation controllers in the
animations folder and press play.
Don't forget to assign the right avatar, TTBoyavataravatar for the boys, TTGirlavataravatar
for the girls.

You can choose one of the prefabs in the prefabs folder instead, they have all the options
but only some of them are activated, you can change the cloths, materials or add or
remove hats and glasses easely.

Any doubts? Please write me on my email address: jbgarraza@jb3d.es