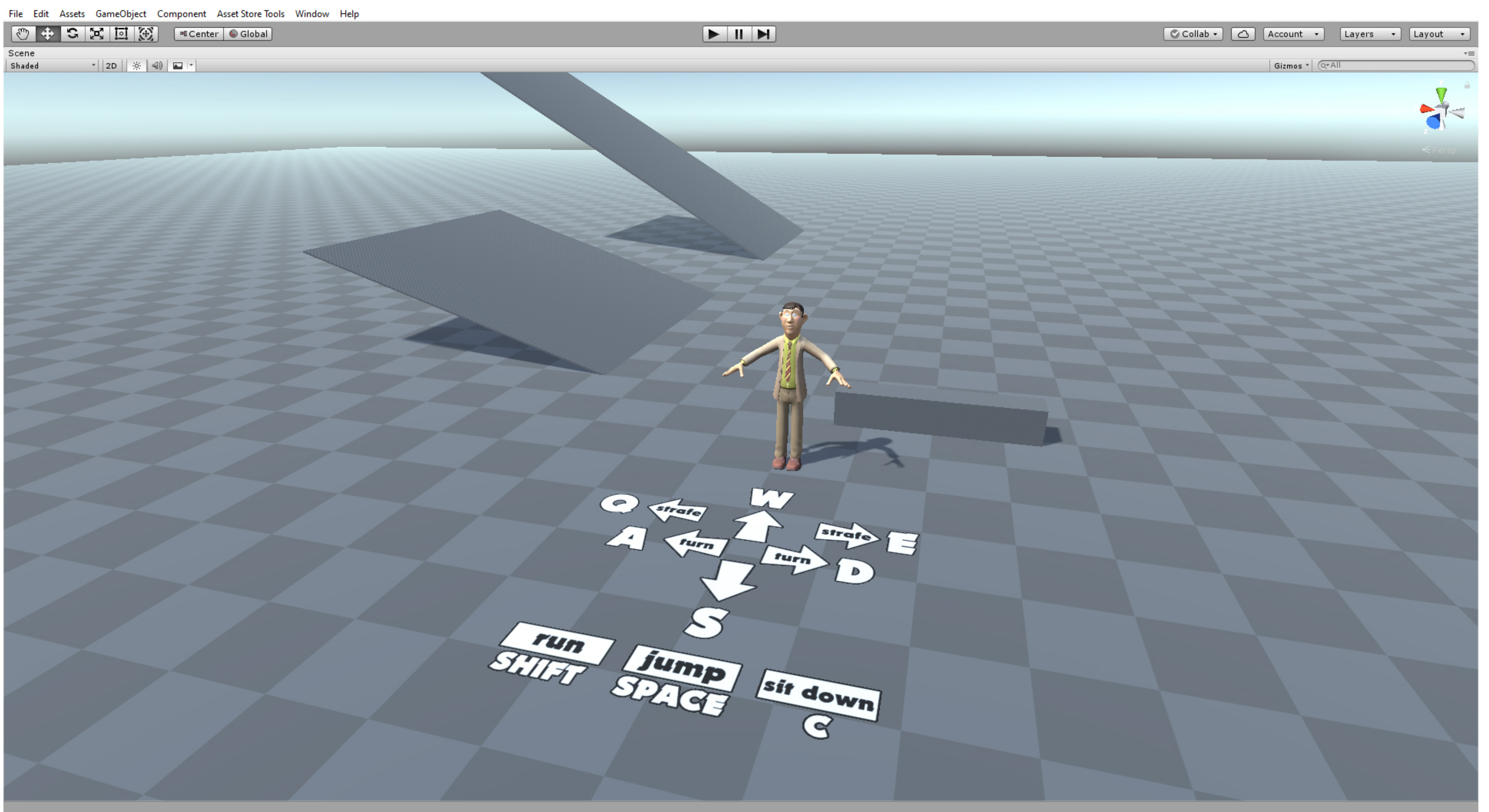


# Demoscene.

This a scene used to test the animations.



In this scene you will find an empty object named PLAYER, with an active children character TPMaleB (9).  
You can control him using:

W	move forward
S	move backwards
A	turn left
D	turn right
Q	strafe left
E	strafe right
space	jump
shift	run
c	sit down

You can control the camera moving the mouse and using the mousewheel.

The character uses a script: *Charcatermove*(in the scripts folder)  
and uses an animation controller: *MALEharcater*  
(in the scripts folder).  
If you use a female or elder character use *FEMALEcharcater* or  
*ELDERcharacter*.

It has a *Capsule Collider* and the script makes reference to the *transform* and *rigidbody* of the object PLAYER.  
You can configure the walkspeed, runspeed, jumpforce and tiltangle (when running).

There are other two characters deactivated and ready to be used:  
TPFemaleA and  
TPMaleA\_elder.

Activate only one of them to test it.

If you want to test any other character you will have to place it in the scene as children of the object PLAYER  
-add a collider  
-the animator  
-and the script and configure it.

Any doubts? Please write me on my email address: [jbgarraza@jb3d.es](mailto:jbgarraza@jb3d.es)