A Guide by Meshtint Studio

Meshtint Studio ◰

Website: www.meshtint.com

Unity Asset Store: https://assetstore.unity.com/publishers/3867

Email: info@meshtint.com

Facebook: https://www.facebook.com/MeshTint/

Twitter: https://twitter.com/Meshtint

Youtube: https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg
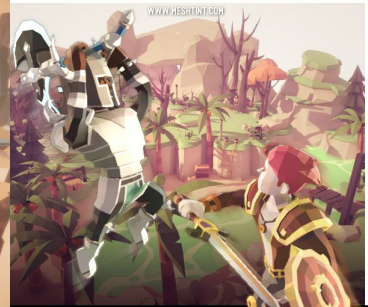
You will require Unity to use this pack. You can download Unity here: https://unity3d.com/get-unity/download

Important

The demo scenes in the package require the following free Unity assets. Please download and import them into your project.

- Post Processing Stack
- Unity's Standard assets > Character

Post Processing Stack

Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here:

https://assetstore.unity.com/packages/essentials/post-processing-stack-83912

Third Person Character Controller

This collection of assets, scripts, and example scenes can be used to kickstart your Unity learning or be used as the basis for your own projects.

You will probably already have the standard assets when you installed Unity. You can import Third Person Character Controller by right click > import package > characters. See image on the right.

You can download here:
https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351
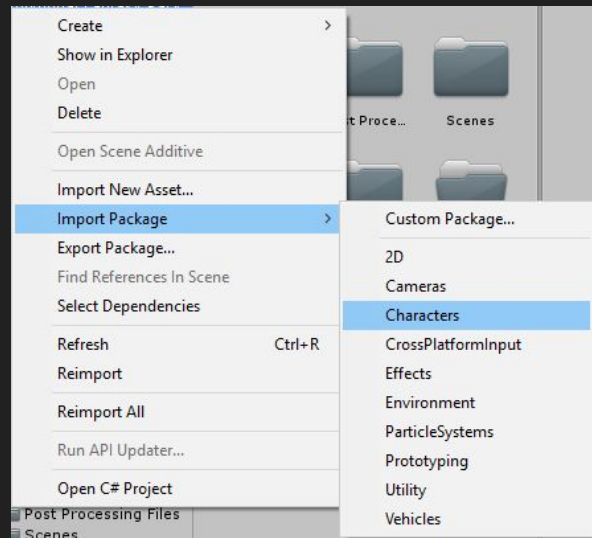
Character's Animations

- This asset you have downloaded is humanoid mecanim ready. That means you can share any humanoid animations you have. But where do you find animations?
    a. You can buy humanoid animations from the Unity asset store.
    b. Create your own humanoid animations. Set it up as humanoid rig and share the animations with the characters.
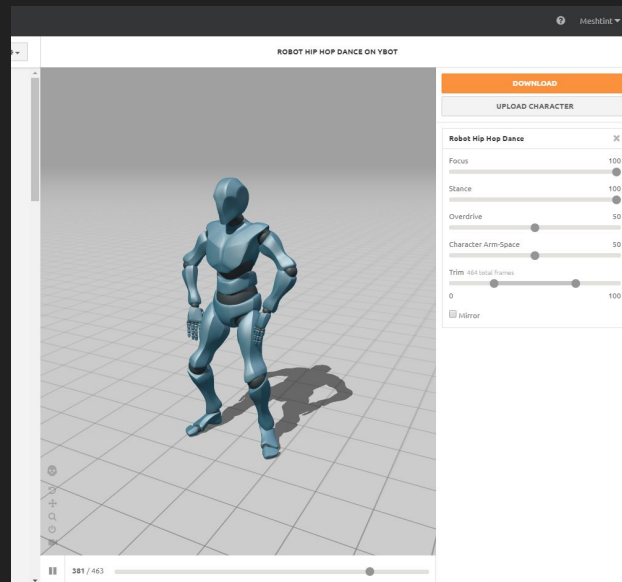   c. Download animations from Maximo site here: https://www.mixamo.com/

Using Maximo Animations

- Using Maximo animations is easy. Simply go the site and download any animations you want.

Using Maximo Animations

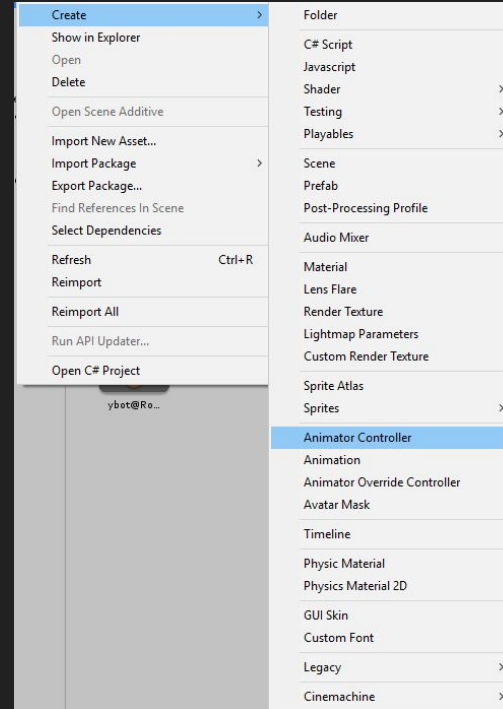- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to your character

Using Maximo Animations

Done! Your character is now animated!

If you like Meshtint Free Knight, do check out other assets in our store!

POLYGONAL SERIES
ALIENS PACK

POLYGONAL SERIES
CREATURES PACK

Dark Creatures Pack
✔ FX Unity Particles Included   ✔ Different colours
✔ Generic Mecanim & Legacy rig set up   ✔ Rigged & animated

CUBE SERIES
BUILDINGS PACK 01

POLYGONAL SERIES
FANTASY PACK

Website: www.meshtint.com   Unity Asset Store: https://assetstore.unity.com/publishers/3867

Thank you for your support :)