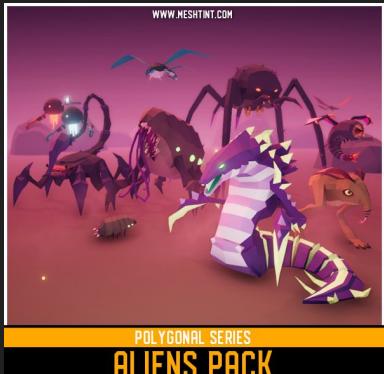




Polygonal Skeleton Pack

A tutorial by Meshtint Studio

If you like this pack, check out other Polygonal Series assets!



Website: www.meshtint.com

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



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 assets. Please download and import them into your project.

- Post Processing Stack V 1
- Cinemachine
- Unity's Standard assets > Character



Post Processing Stack V1

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>



Post Processing Stack V2

- If you are using a newer Unity version, you may consider using Post Processing Stack version 2 instead.
- Note that the Post Processing profile used in the demo scenes in Polygonal Skeleton Pack is only compatible with Post Processing Stack V1.
- You can download here Post Processing Stack V2:
<https://github.com/Unity-Technologies/PostProcessing>



Cinemachine

Cinemachine is unified procedural camera system for in-game cameras, cinematics and cutscenes, film pre-visualization and virtual cinematography eSports solutions.

NOTE: The latest Cinemachine is available via the Package Manager from Unity 2018.2+. This version here on the Asset Store is not the most recent, it doesn't have the newest features and will eventually be removed.

You can download here:

<https://assetstore.unity.com/packages/essentials/cinemachine-79898>



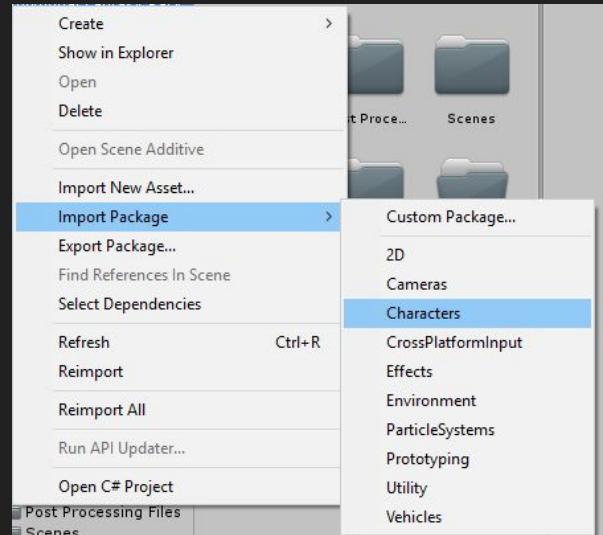
Third Person Character Controller

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.

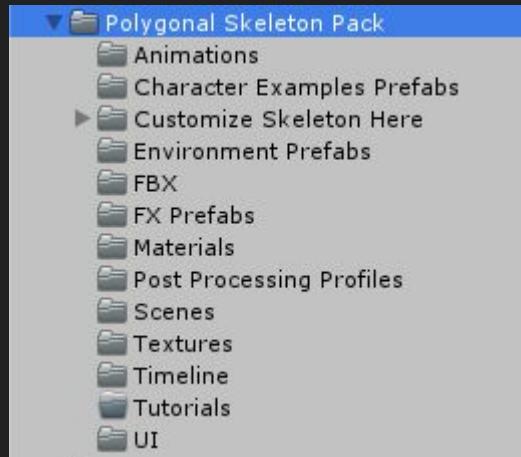
You can download here:

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>



Folder Introduction

1. Animations - You will find all the animation files in this folder. Note that no character animation is provided in this package.
2. Character Examples Prefabs - You can find Customized Character Examples here. They are great reference for you to learn how to customize your character.
3. Customize Skeleton here - You can start customizing your character here.
4. Environment Prefabs - You can create your own game environment with these prefabs.
5. FBX - All the fbx files are located here.
6. FX Prefabs - You can find Unity's particle effects here.
7. Materials - All the material files are located here.
8. Post Processing Files - Post Processing files are located here.
9. Scenes - You can find the demo and examples scenes here.
10. Textures - Texture files are located here.
11. Timeline - Cinemachine timeline for the demo videos are here.
12. Tutorials - See tutorials here.
13. UI - UI for the demo scenes.

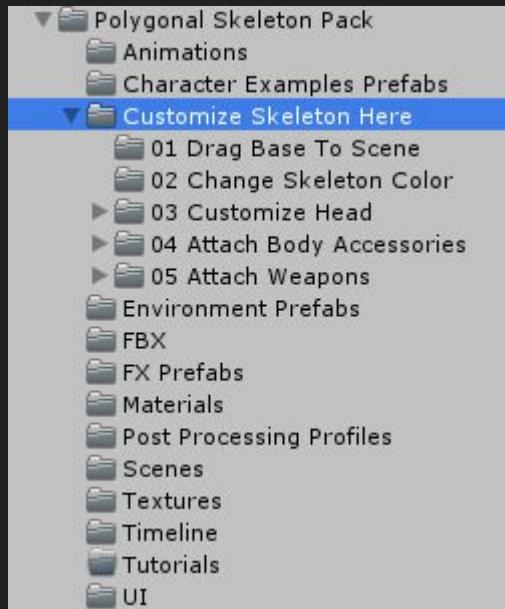




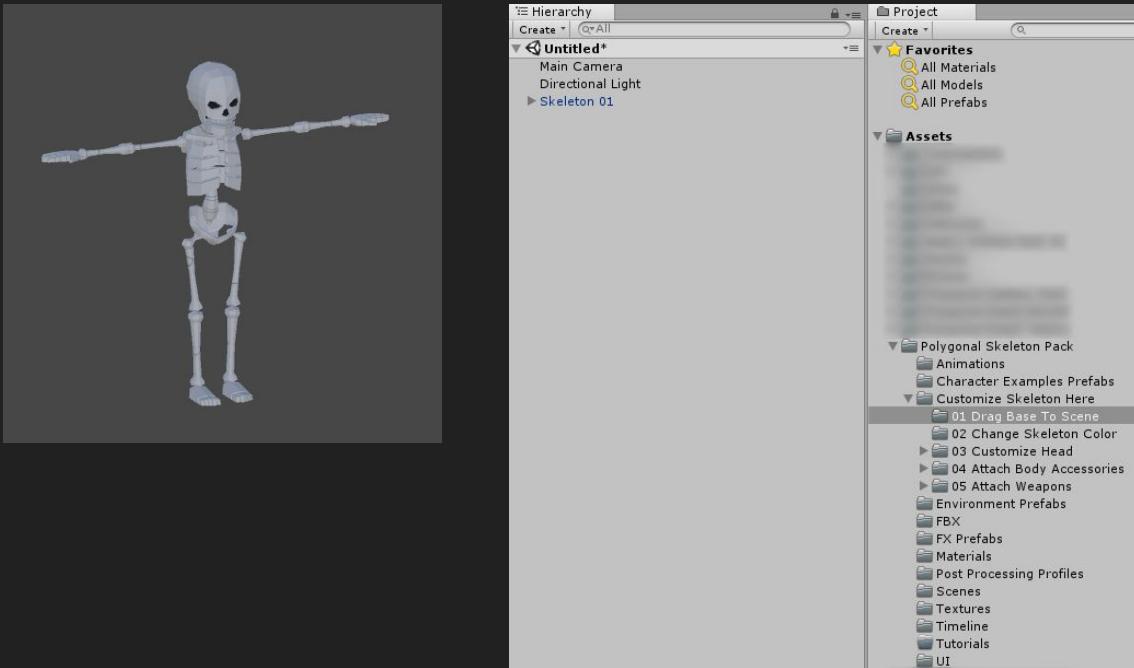
Customize characters
Let's get started!

‘Customize Skeleton Here’ folder

- Locate the ‘Customize Skeleton Here’ folder and expand it. You will only use the assets in this folder when you customize your character.
 - If you know how to code, you simplify the process by using coding to create a system. Note that no script is included in this package.



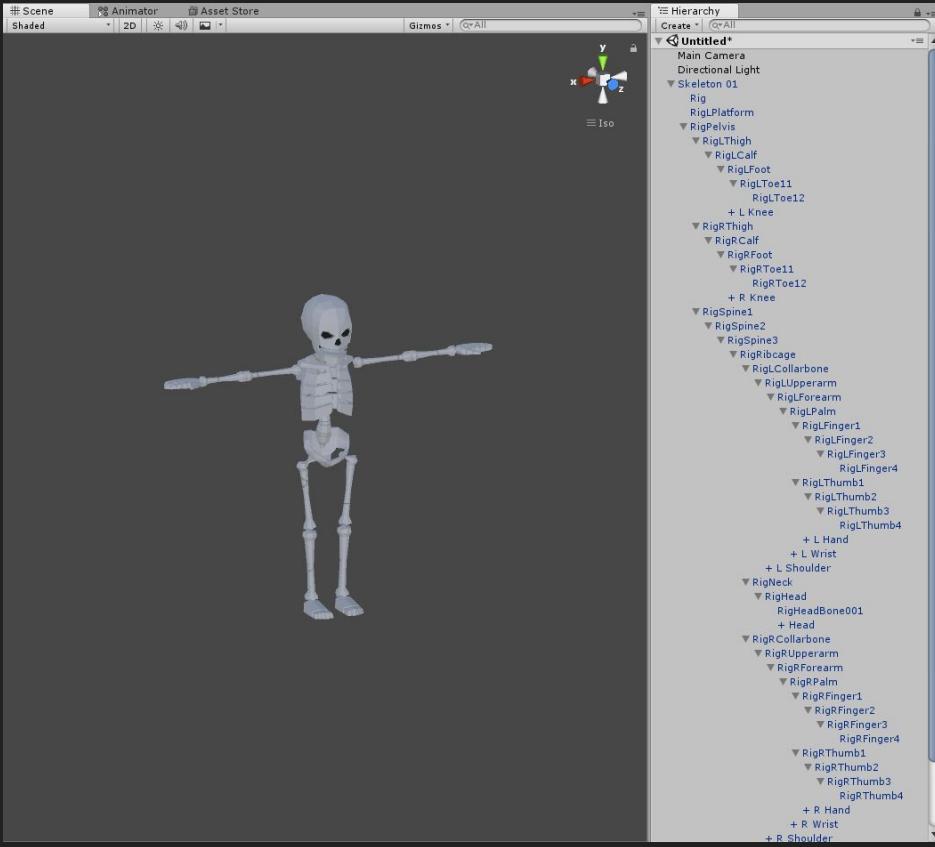
1) Drag Base to Scene



- Drag a base to the scene.



1) Drag Base to Scene



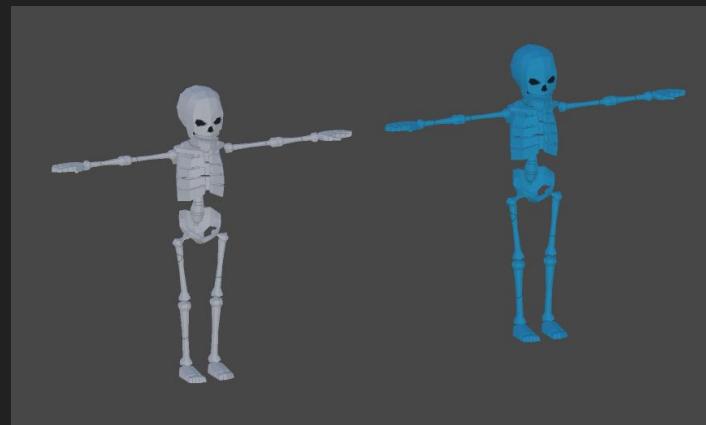
- Expand the base in the hierarchy.
- Tips: Press Alt and right click onto the game object to expand fully.



2) Change Skeleton Color

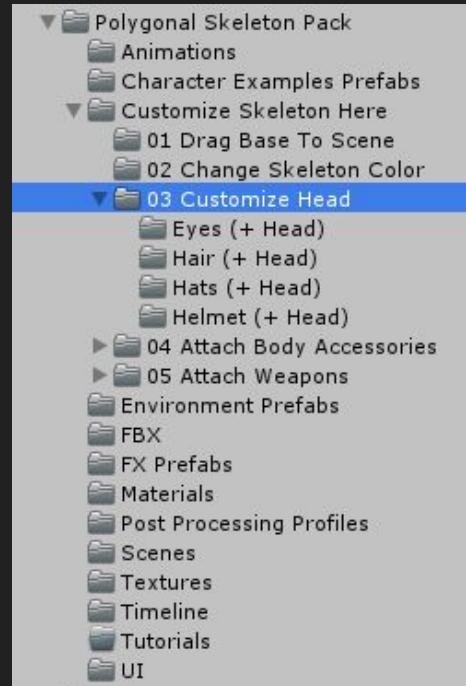


- If you would like to change the color of the skeleton, we have prepared some color variations for you. Just drag and drop the material in the 'Change Skeleton Color' folder to Skeleton mesh in the scene. If not, you can just skip this step.

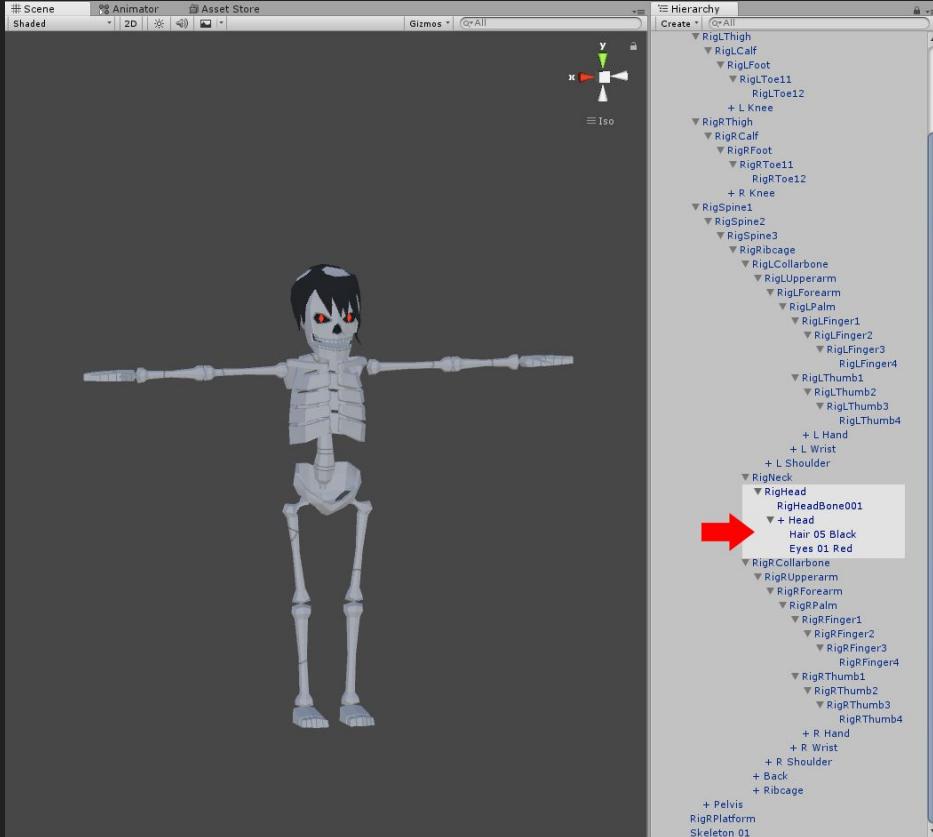


3) Customize Head

- Customising head is very easy. Just drag and drop the prefabs in the 'Customize Head' folder onto the attach points in the base/character. But what are attach points?
- Attach points are game objects that we have created and attached to the character's bone so that we can add accessories to the character easily.
- You will notice that we have stated which attach points you should attach these prefabs to on the folder name (see image on the right). For example, you should attach Eyes to +Head.



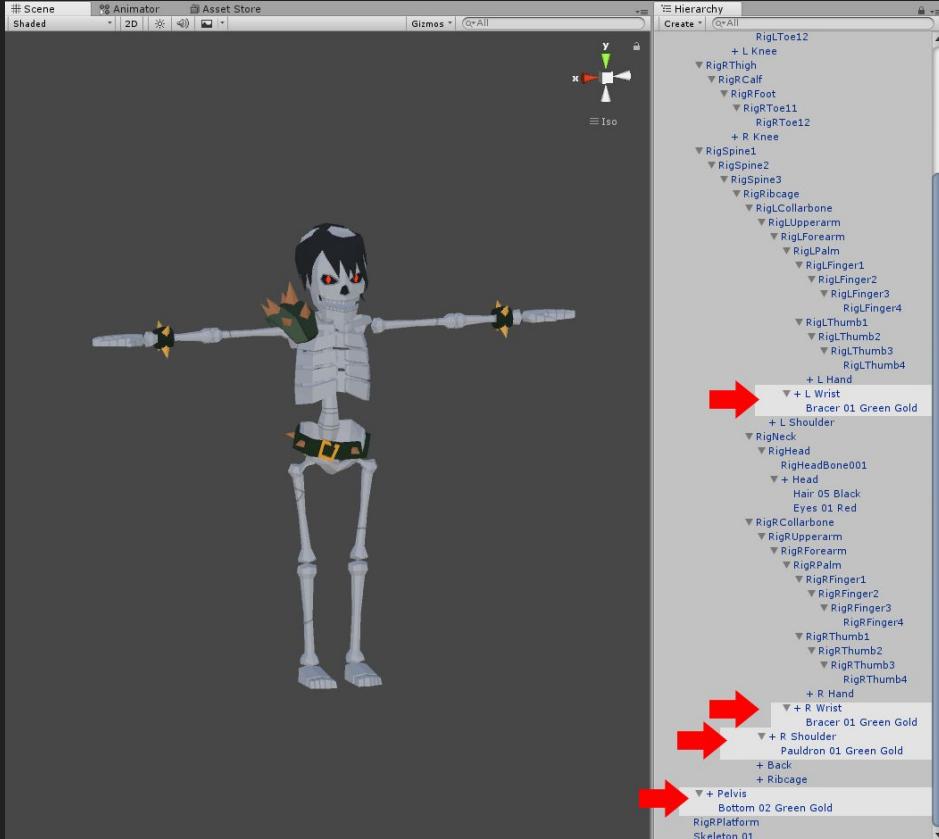
3) Customize Head



- If you expand the character's hierarchy, you will be able to find the attach points. All of them have a prefix '+'. You can also use the search function on the top of the hierarchy tab to find them easily.
- In the image on the left, you can see that I have attached the prefabs to the + Head attach point.
- Note that if you attach the prefabs to the bone directly instead of the attach points, the prefabs will not be in the right position and orientation.



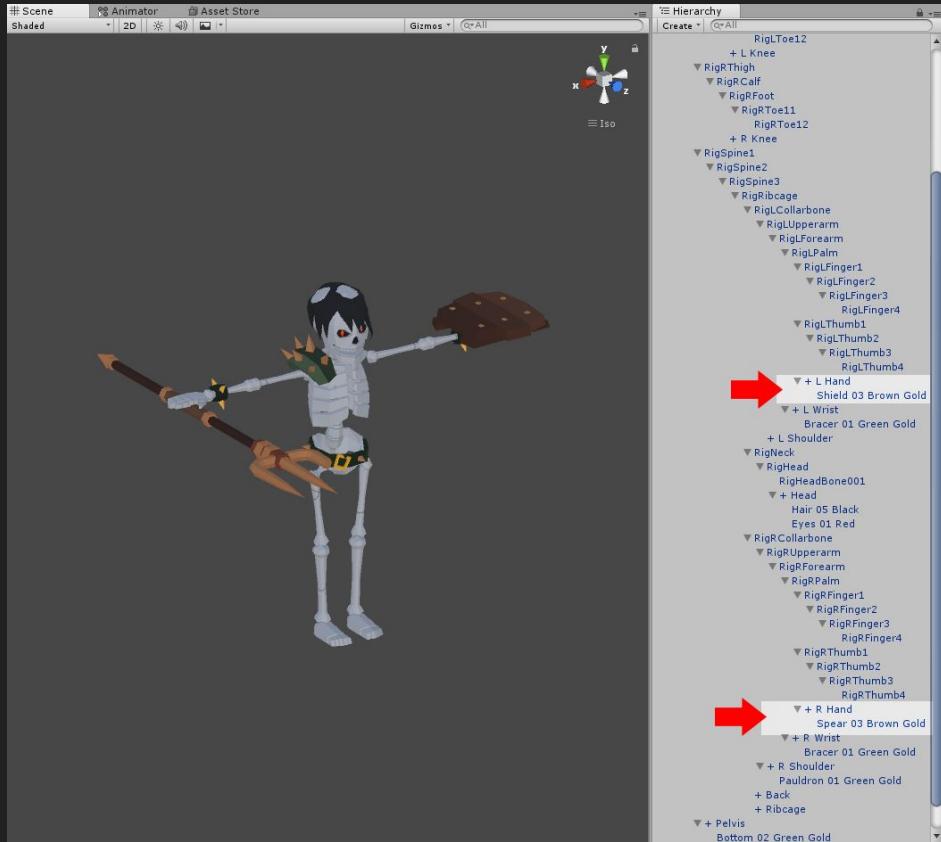
4) Attach Body Accessories



- Attaching body accessories is very similar to customising head. Just drag and drop the prefabs to the attach points.
- We have also stated which attach points you should attach these prefabs to on the folder name. For eg, Tops to + Ribcage, Poleyns to +R Knee and/or +L Knee.



5) Attach Weapons



- Attaching weapons is very similar to customising head and body accessories. Just drag and drop the prefabs to the attach points.





Great job! You have finished customising your first character! You can see some of the characters we have created in the 'Customized Character Examples Prefabs' folder for reference!

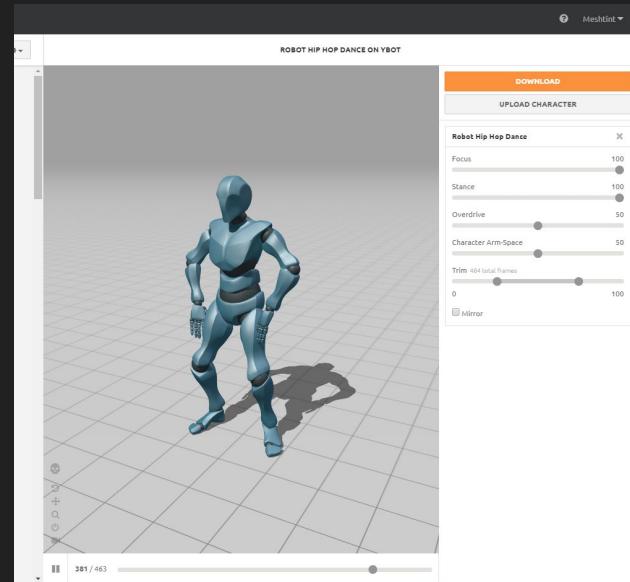
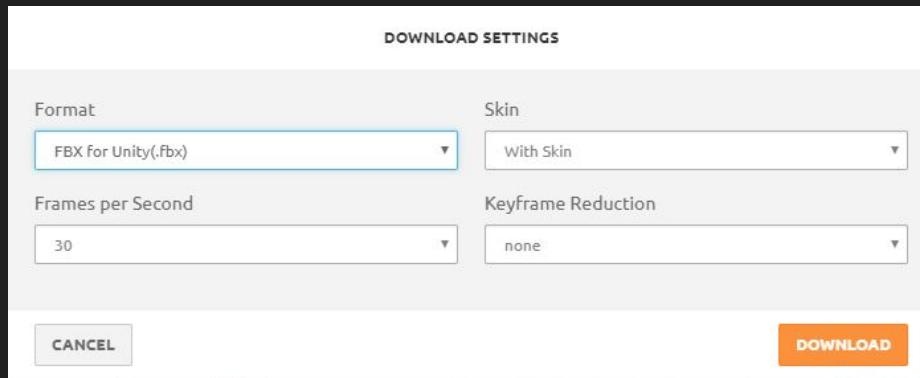
Character's Animations

- Now that you have created your character. How do you add animations to it? The characters in this pack are humanoid mecanim ready. That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?
 - You can buy humanoid animations from the Unity asset store.
 - Create your own humanoid animations. Set it up as humanoid rig and share the animations with the characters.
 - Download animations from Maximo site here:
<https://www.mixamo.com/>



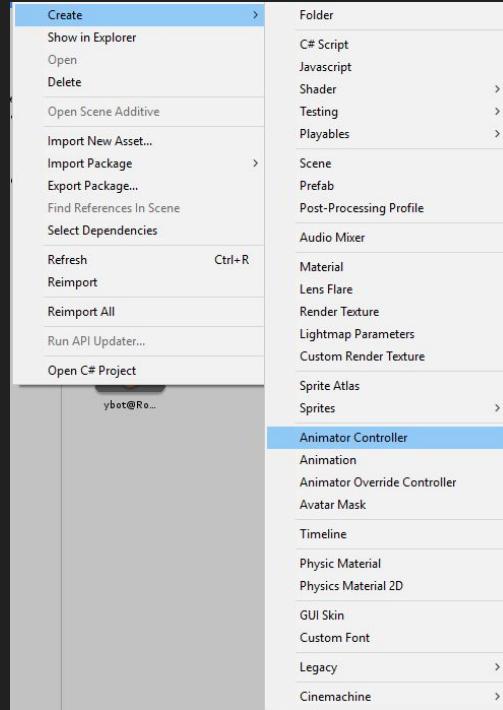
Using Maximo Animations

- 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!





Environment



Environment



- We have included some environment props for you to create an environment for your game! Just drag and drop them onto your game scene.
- Most of the environment asset are using the same material, so it's very optimized!





Thank you for your purchase!