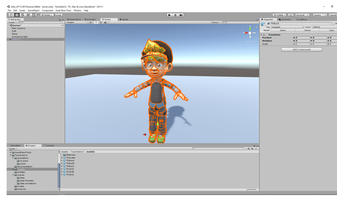
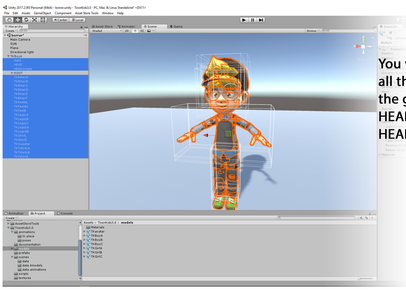
Let’s create a character.

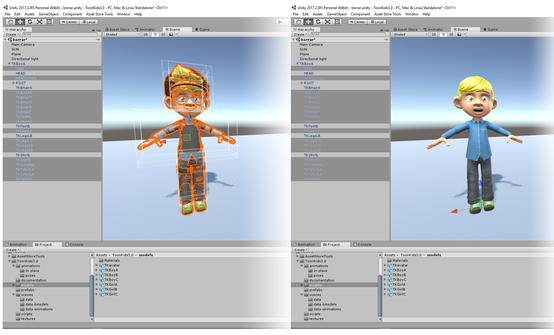
Choose one of the models in the models folder and
place it into you scene.





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.

TKBoyA...C

			boy	common
HEAD		with blendshapes	TKBoyA...C.01...05	
HEADsimple		no blendshapes	TKBoyA...C.01...05	
TKShirtA			TKShirtA01....03	
TKShirtB			TKShirtB01....03	
TKShirtC			TKShirtC01....03	
TKShirtD			TKShirtD01....03	
TKShirtE			TKShirtE01....03	
TKShirtF				TKShirtF01
TKShirtL				TKShirtL01....
TKShirtS				TKShirtS01....
TKSweater				TKSweater01....
TKTshirtLA				TKTshirtLA01....
TKTshirtLB				TKTshirtLB01....
TKTshirtS				TKTshirtS01....
TKLegsLA				TKLegsLA01....
TKLegsLB				TKLegsLB01....
TKLegsLC				TKLegsLC01....
TKLegsGA				TKLegsGA01....
TKLegsGB				TKLegsGB01....
TKFootL				TKFootL01....
TKFootS				TKFootS01....
TKFootB				TKFootB01....
Glasses				glasses A...F 01...

TKGirlA...C

name	look	comment	material girl	material common
HEAD		with blendshapes	TKGirlA...C.01...05	
HEADsimple		no blendshapes	TKGirlA...C.01...05	
TKShirtA			TKShirtA01....03	
TKShirtB			TKShirtB01....03	
TKShirtC			TKShirtC01....03	
TKShirtD			TKShirtD01....03	
TKShirtE			TKShirtE01....03	
TKShirtF				TKShirtF01
TKShirtL				TKShirtL01....
TKShirtS				TKShirtS01....
TKSweater				TKSweater01....
TKTshirtLA				TKTshirtLA01....
TKTshirtLB				TKTshirtLB01....
TKTshirtS				TKTshirtS01....
TKGDressL			TKDressL01....	
TKGDressS			TKDressS01....	
TKGLegsSkirt			TKDressS01....	
TKLegsLA				TKLegsLA01....
TKLegsLB				TKLegsLB01....
TKLegsLC				TKLegsLC01....
TKLegsGA				TKLegsGA01....
TKLegsGB				TKLegsGB01....
TKFootL				TKFootL01....
TKFootS				TKFootS01....
TKFootB				TKFootB01....
TKGFootC			TKFootC01....	
Glasses				glasses A...F 01...

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: TKavataravatar.

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