

### Update:20201130 update :

- VRM File : More refined modules
- VRM Manual
- New Control Script

This character model belongs to Japanese anime style. This model has been converted into fbx file using Blender. Users can add their favorite animations on Mixamo website.



Character name : Souta

Character age:16

Character information: Member of the student council

Polycount:

Verts:16124

Faces:28000

Tris:28000

Sixteen textures for the character

### 基本動畫 Basic Animation :

Idle

Walk

Run

Fall

Jump

## 基本操作 Basic operation

WASD：移動 move

LeftShift：奔跑 run

Space：跳躍 jump

ESC：切換 / 暫停 toggle pause

## 如何使用 VRM 檔案 How to use VRM files

使用 VRM 檔案後能夠讓模組變的更精緻華麗請參: [HowToUseVRM.pdf](#)

Using the VRM file to make the module more refined and gorgeous, please refer to : [HowToUseVRM.pdf](#)

More specially character models website, include free and paid, can be used commercially, but the author's website must be posted in credit:

My Asset Store Web:

<https://assetstore.unity.com/publishers/47045?preview=1>

Taiwan Website(Contains many personally produced game experiences) :

<https://home.gamer.com.tw/homeindex.php?owner=d88931122>

Reddit Website(Contains many personally produced game experiences)

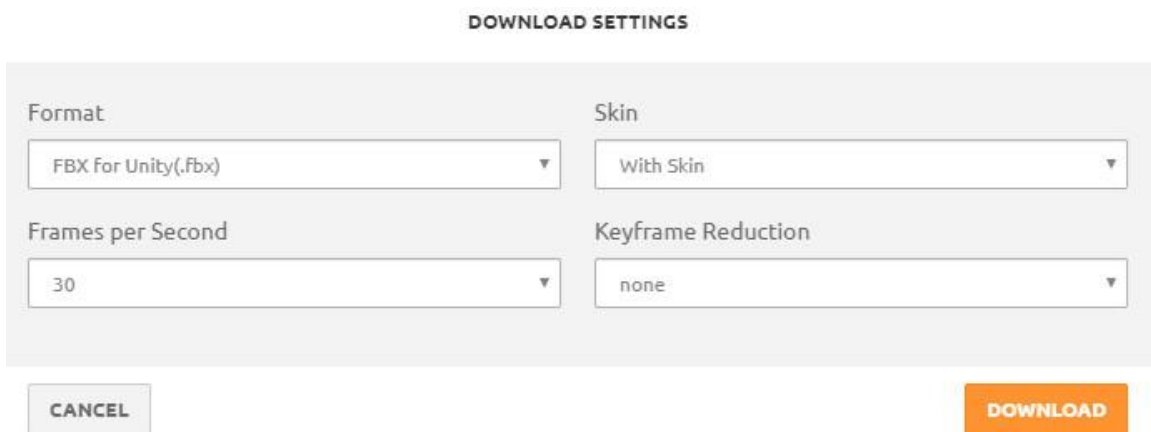
[https://www.reddit.com/user/alex94i60/comments/fb74gi/share\\_the\\_multiplayer\\_game\\_made\\_by\\_unity\\_gemini/](https://www.reddit.com/user/alex94i60/comments/fb74gi/share_the_multiplayer_game_made_by_unity_gemini/)

**\* Take Arisa as an example**

1. To download more Animation, please search for "Mixamo" on Google, enter the official website and register for an account
2. After logging into your Mixamo account, click on "Upload Character" on the right, then drag our Arisa.fbx file into it, then please give Mixamo some time to load the model



3. Then select the Animation you want, then press Download



4. Move your downloaded Animation file from the download folder to the Asset folder



5. For example, we just downloaded "Arisa @ Standing Greeting" from Mixamo and dragged this file to the Asset folder. Then we select it in Unity and then go to Rig change to (Humanoid / Copy From Other Avatar). Drag ArisaAvatar to Source and press Apply to finish

