

Animator window

→ Go to mixamo; select character
& choose T-pose; & download with
skin & without skin.

→ Import new asset.

→ Place character (T-pose) in front of
shadow

→ Click on T-pose → materials

↓
Extract textures

↓
Create a new folder
materials.

↓
Select materials folder
eg. FFX now.

↓
Click on character.

T-pose

→ add components → ① Animator

② Rigid body.

③ Capsule collider

④ Basic behaviour

⑤ Move behaviour

⑥ Coin collector (script)

① controller → character.

Avatar → T-pose.

② RigidBody → constraints → Freeze rotation
☒ X ☒ Y ☒ Z

③ Capsule collider → center → Y → '1'

Radius → 0.25

Height → 2.

④ Coin collector → text → ~~capsule~~ canvas (text mesh p20)
drag & drop.

Main camera

add component → 3rd person controller → player
↓

drag & drop T pose

T-pose

↳ player camera → main camera drag and drop

• ☒ Apply root motion