



# Zombies In Hospital Pack

SUPER SERIES

A guide by Meshtint Studio

# Meshtint Studio

Website: [www.meshtint.com](http://www.meshtint.com)

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

Email: [info@meshtint.com](mailto:info@meshtint.com)

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

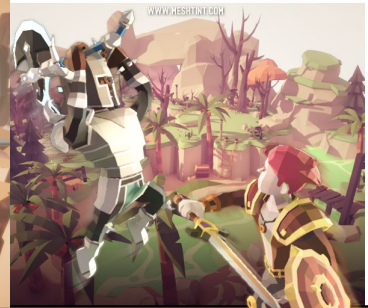
Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



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CUSTOMIZABLE

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O-SIMP SERIES  
**CHARACTER CREATOR**

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VERSION 1.4

**FOREST CREATURES PACK**

✓ Unity Package Included    ✓ Colour variation  
✓ Generic Mecanim & Legacy rig set up    ✓ Rigged & animated

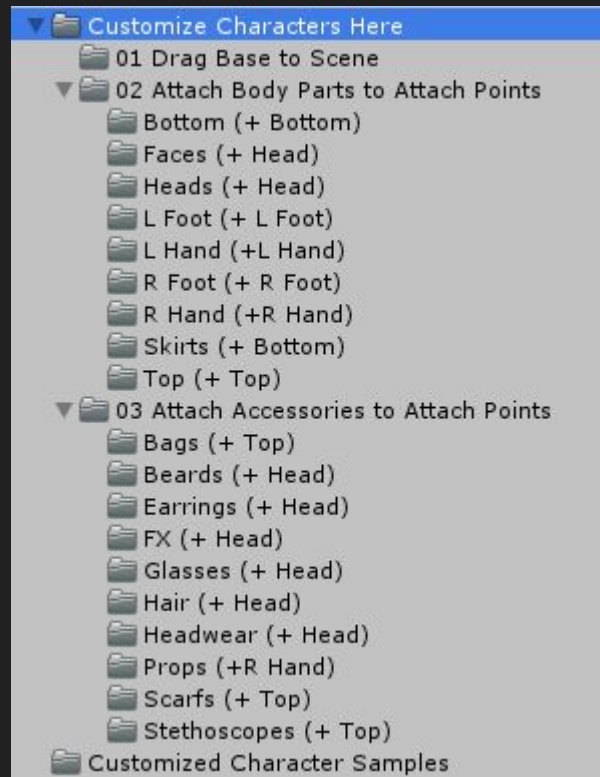


**Galaxy Robots Pack 01**

✓ FX Unity Particles included    ✓ 3 colours each  
✓ Generic Mecanim & Legacy rig    ✓ Rigged & animated

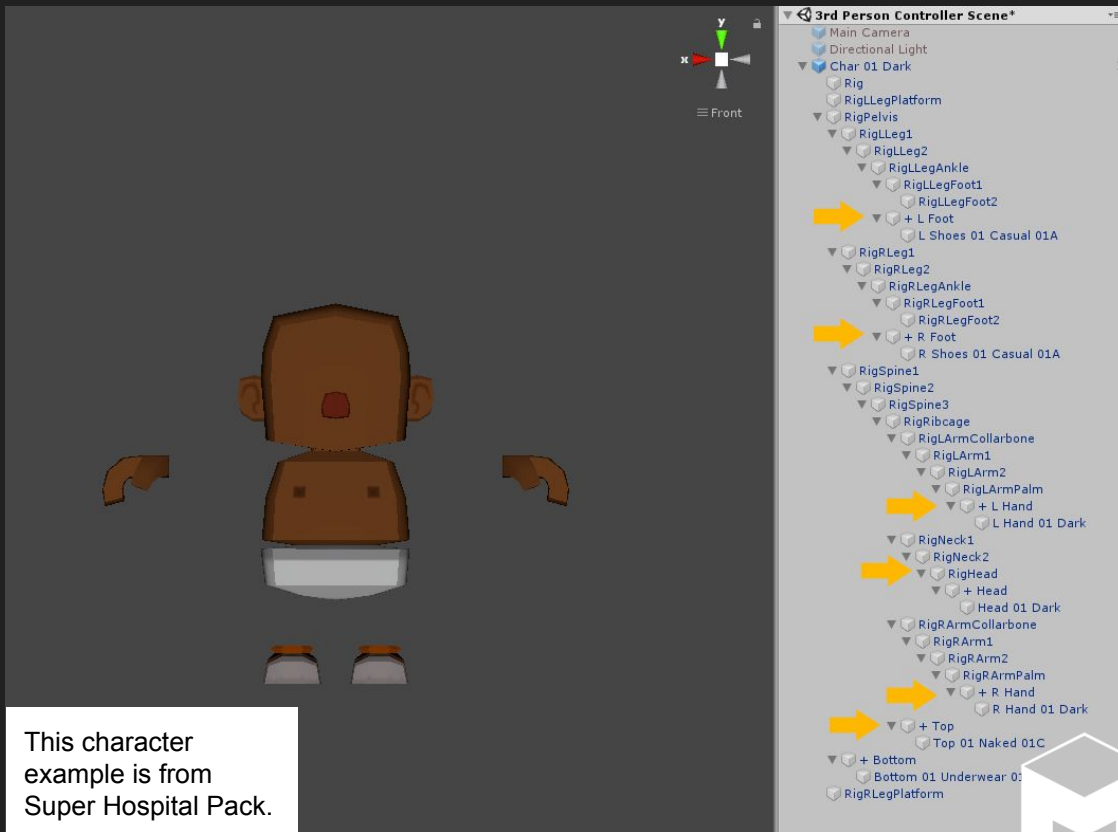
# How to customize character?

- Expand 'Customize Character Here' folder
- We will be using these prefabs to customize the character.
- You will notice the brackets like (+ Bottom), (+ Head) etc on the folders. It tells you which attach point you should attach these prefabs to.
- You will learn more about attach points later.
- You can also check out the character samples that we have created in the 'Customized Character Samples' folder for inspiration!



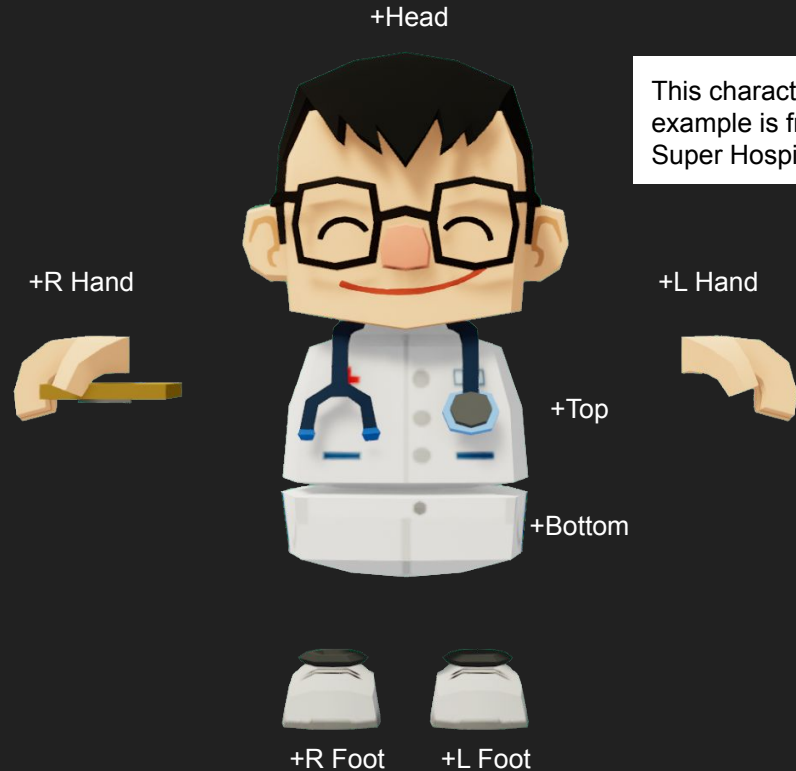
# How to customize character?

- Drag any Base prefab to the scene. Choose a base that's more convenient for your creation.
- Expand the Base prefab and you should see the attach points child under some of the bones. For eg, (+ L Hand). (+ Top)
- These are the attach points where you will attach body parts and accessories to the character

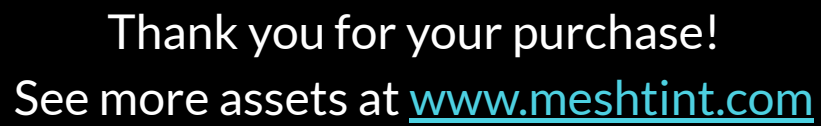


# How to customize character?

- Drag the prefabs in the folder for eg,
  - Face 01 to + Head
  - Top 01 Casual 01A to + Top
  - R Hand 01 Dark to + R Hand
- You can attach more than 1 prefab to 1 attach point







See more assets at [www.meshtint.com](http://www.meshtint.com)