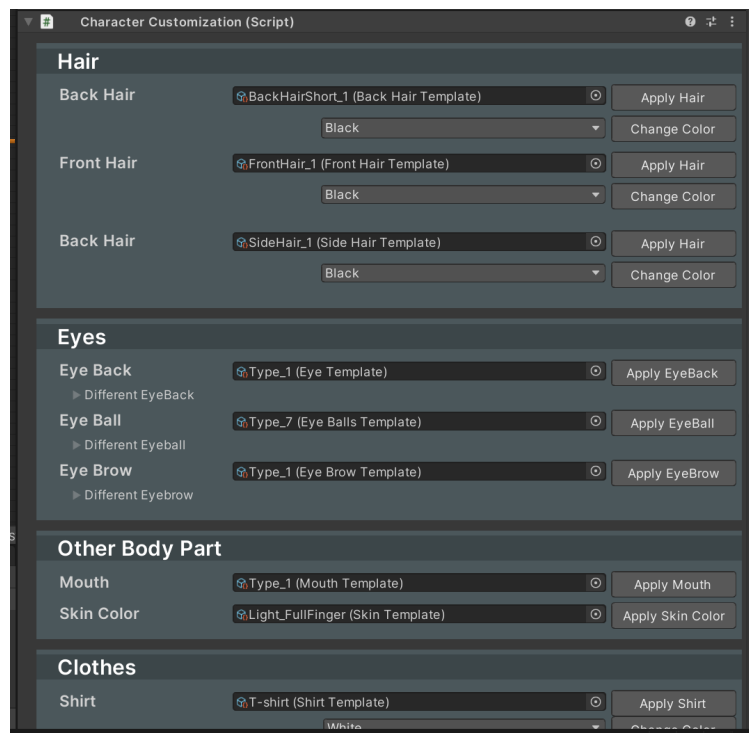
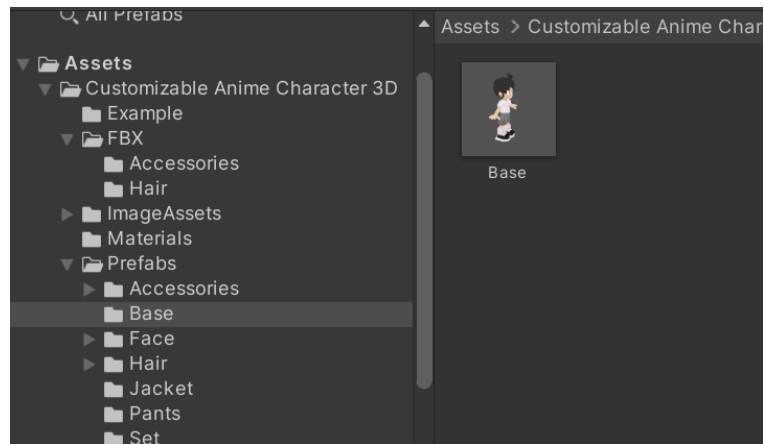


Customizable Anime Character 3D

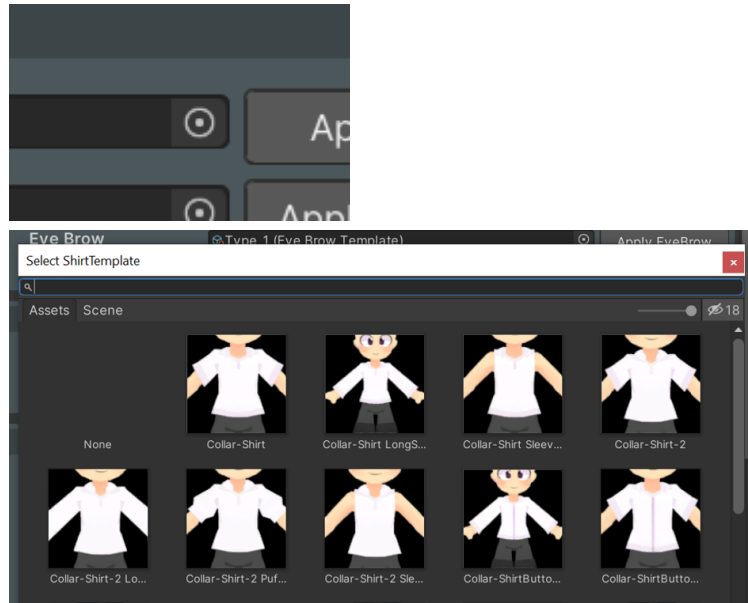
By DaveDC

To start drag and drop the “Base” prefab from the base folder inside the prefab folder to the scene and **unpack** the prefab (the prefab has to be unpacked or else it will give error to the Hair). The base is the basis for the character where you can change their clothes and design. You can also duplicate the prefab and edit the new prefab. Pick the correct base with your pipeline, pick “base with movement” for character with basic movement script.

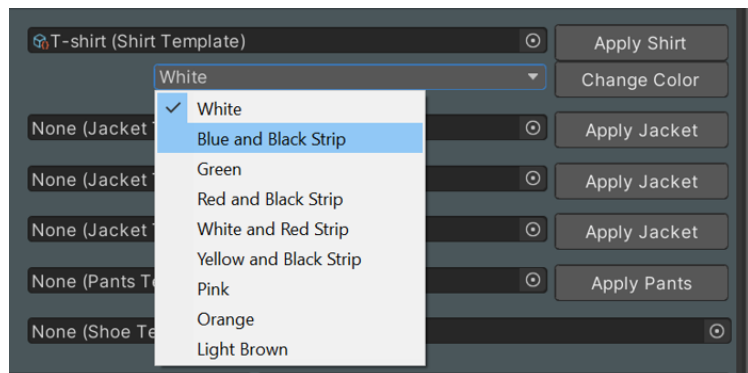
Click the prefab, inside it there is a character customization component. use it to change the body parts or clothes you want to change. Each clothes have different color that can be used. You can add up to 3 jacket/suit to the characters this include maid and butler suit.



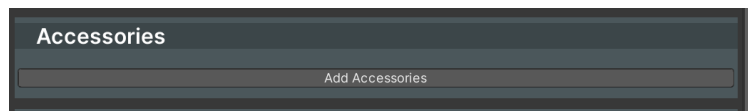
Open Selector by clicking the circle button besides the property field on the parts you want to change. It will open a select window where you can click on the clothes or body parts you want to use for your character. Click the Apply button to apply the clothes.



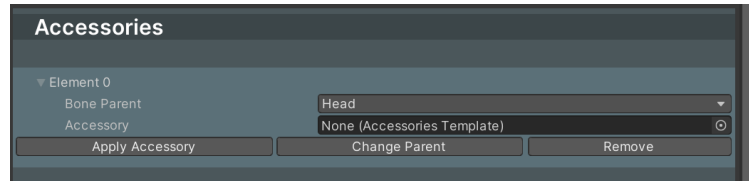
Click the dropdown button to chose the color of the clothes or parts, afterwards click change color to apply the parts.



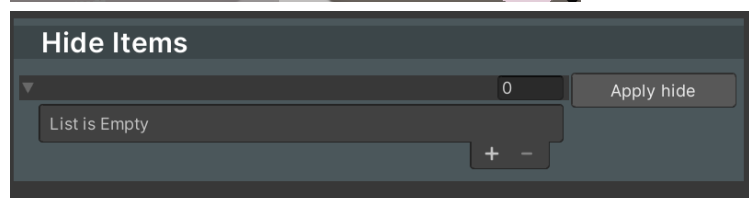
You can add hats, mustaches, glasses and other accessories using accessories property. Click add accessories button to add accessories.



You can change the parent of the accessories. Use the proper parent for each accessory, the accessories will move and rotate following its parent bones. You can pick accessories you want to add just like the other parts.



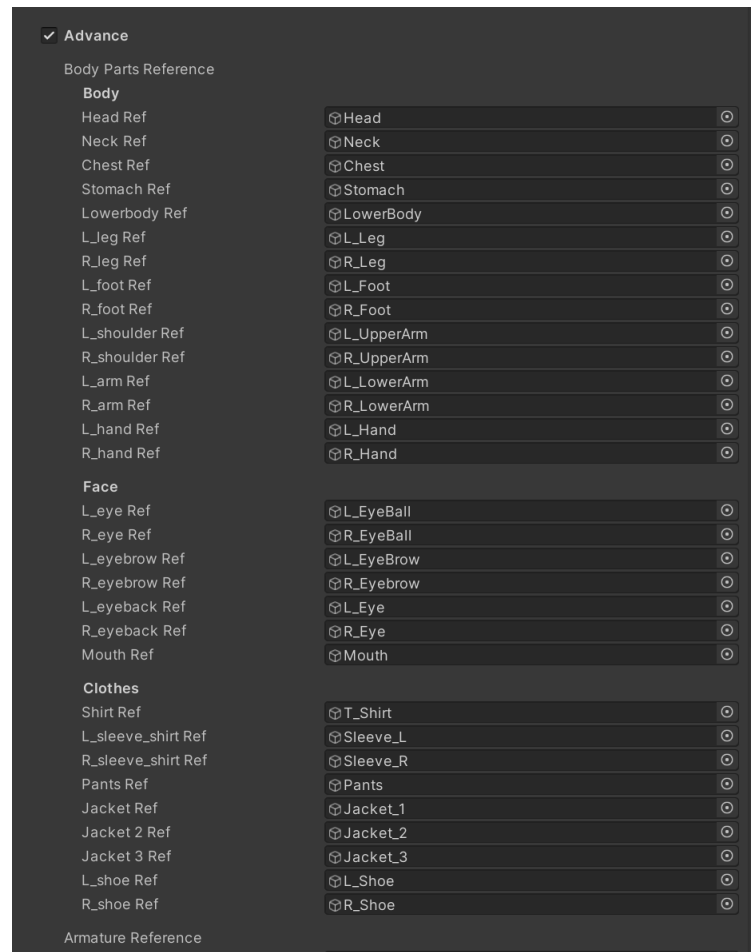
Sometimes clothes might go beyond one another or when animating, skin might overlap the clothes. use the hide items property to hide them.



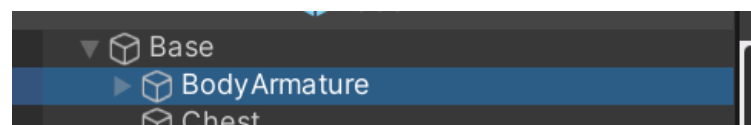
Inside the base there are gameobject for each body part. Add the list and Drag and drop the parts you want to hide. in this case sleeves and then click apply hide to hide them. to reappear them, remove the part you want from the list and reapply the parts you want to reappear, for example in this case because it's shirt so click apply shirt button.



At the bottom of the component there is an advanced option, this is where all of the armature and body parts are referenced so the script can change the meshes and parts properly.



to animate the models, you can animate the bodyarmature in the hierarchy inside the base prefab. this is the armature that control the models.



NOTE: Changing or adding hair or accessories while the character is not in base pose will put parts in improper angle. Make sure the character hair and accessory is correct before moving or rotating armatures.

