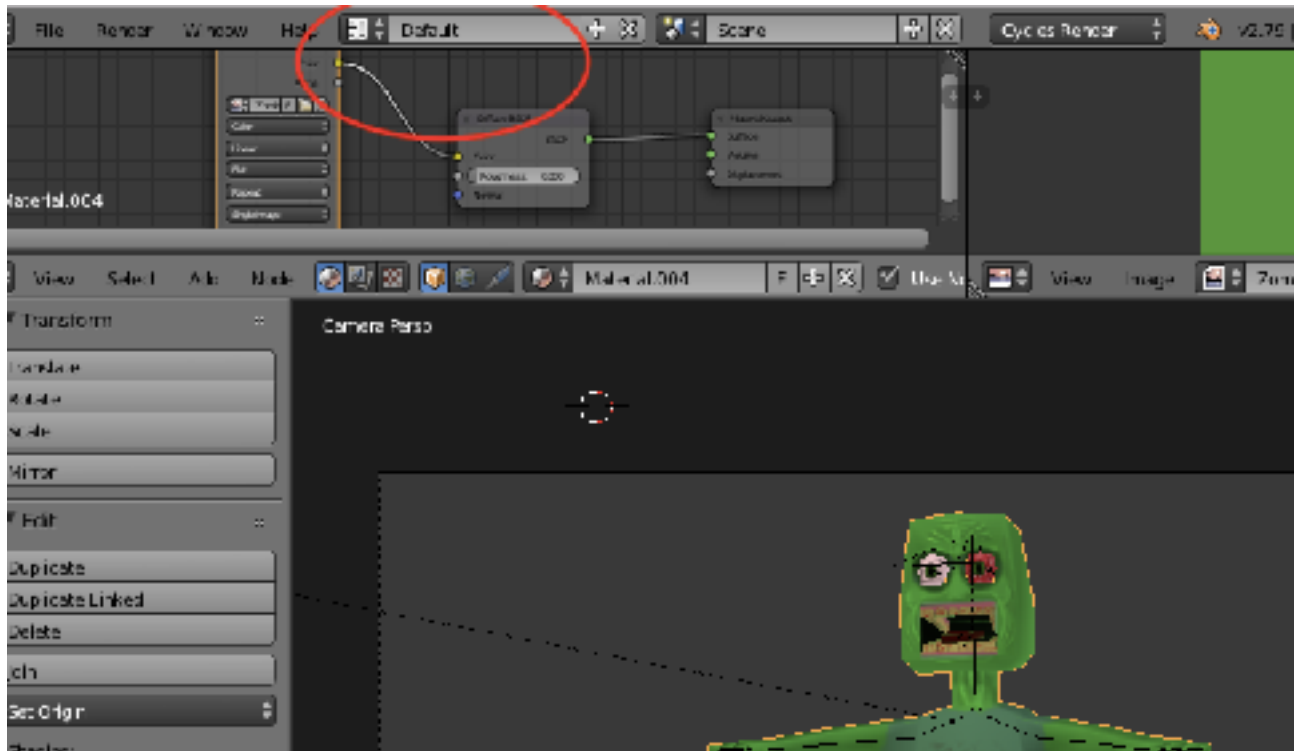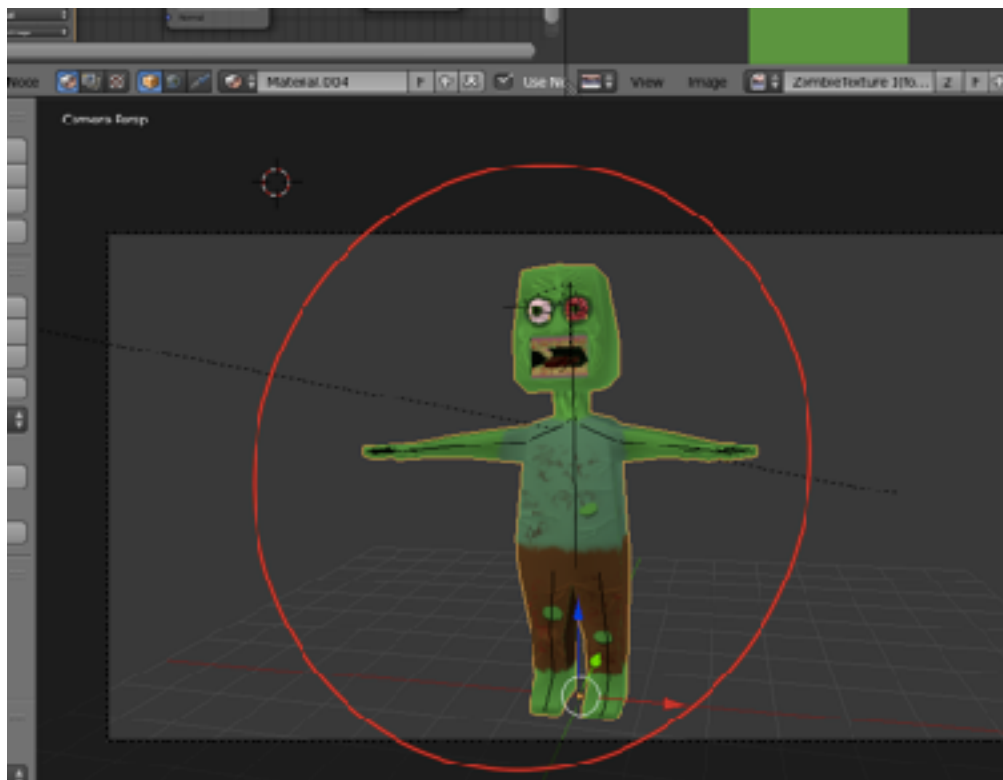- **Method to change textures of the zombie character (in Blender):**
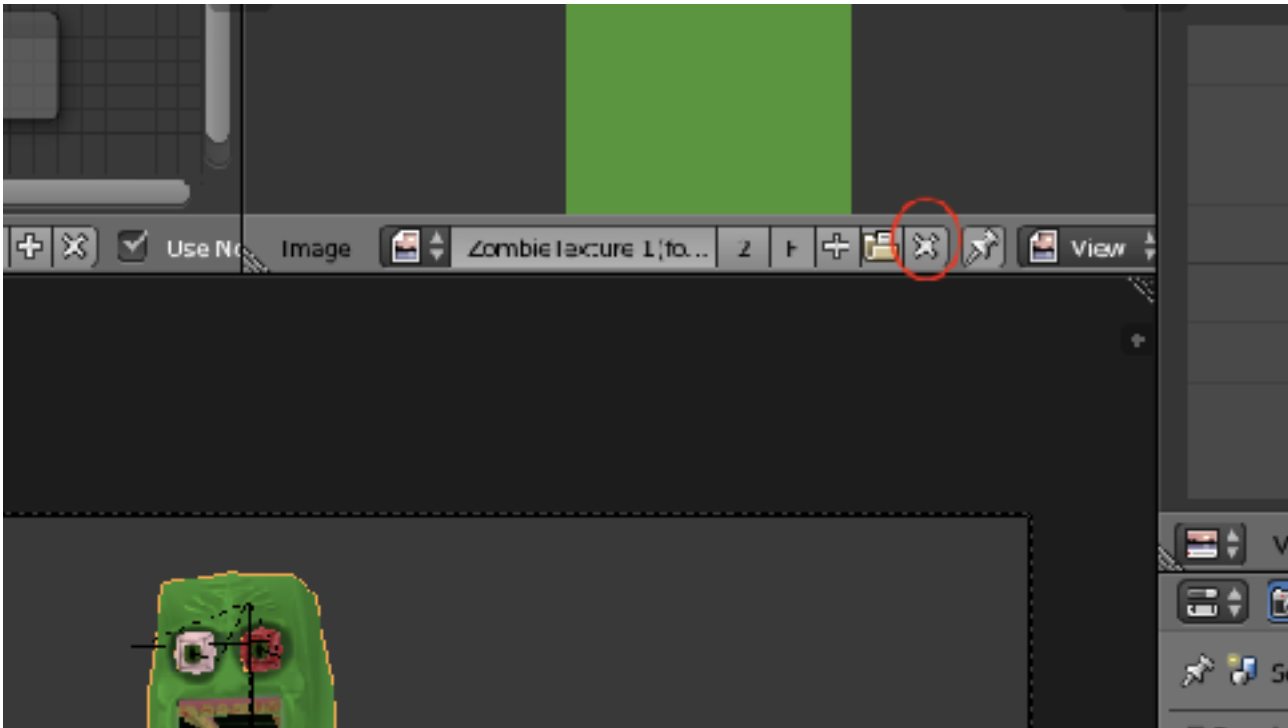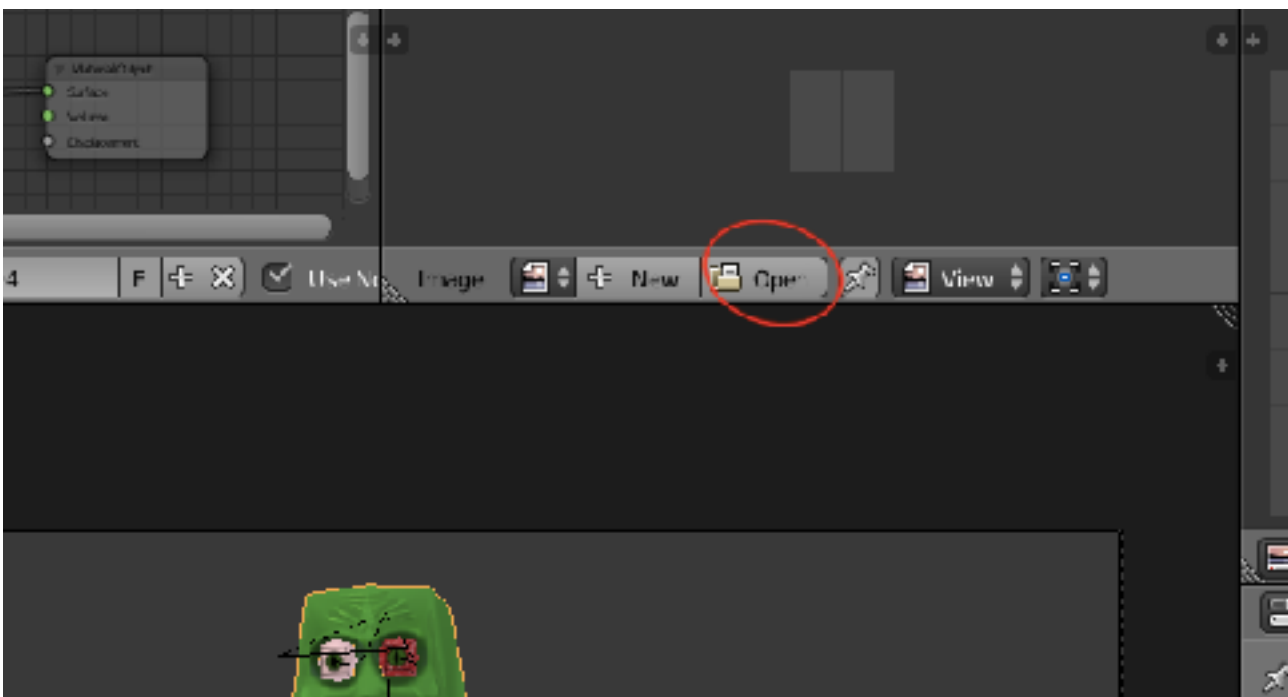
  - select default window
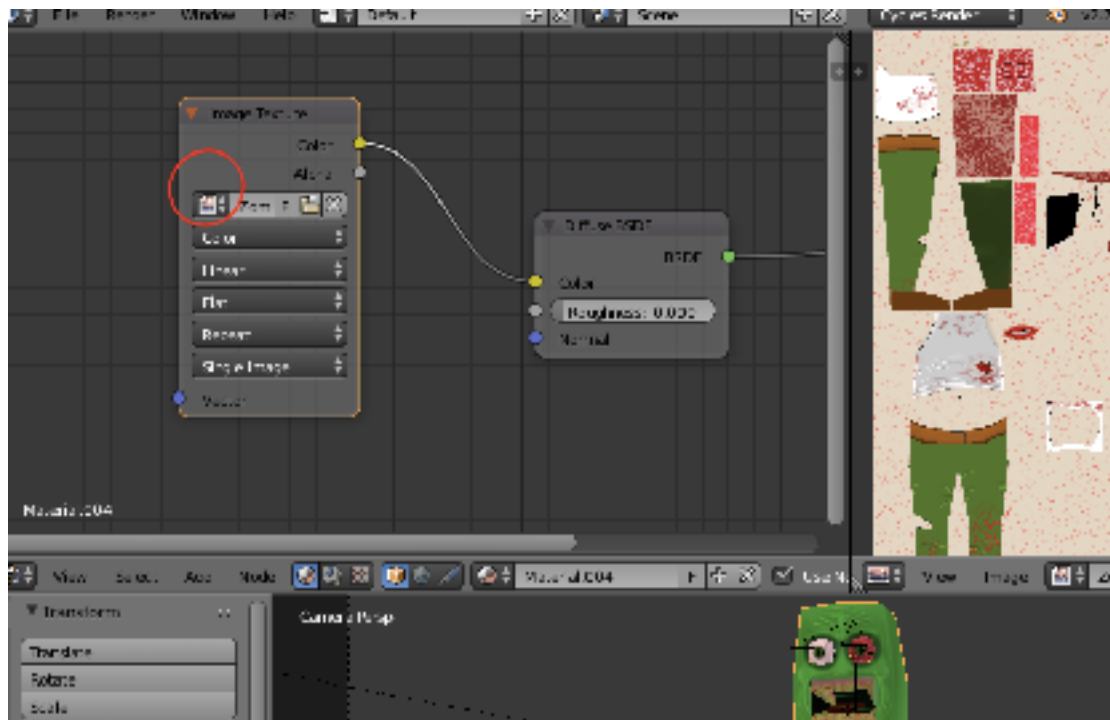

  - select the main model

- click the cross to delete the original texture

- click Open and select the ZombieTexture 1(main) **OR** ZombieTexture 2(main) in the Textures folder

- select the corresponding texture file by clicking the icon

- remember to repeat the above steps for the two objects in the bottom foot because they are from different texture, they refer to ZombieTexture 1(foot) **OR** ZombieTexture 2(foot) in the texture folder
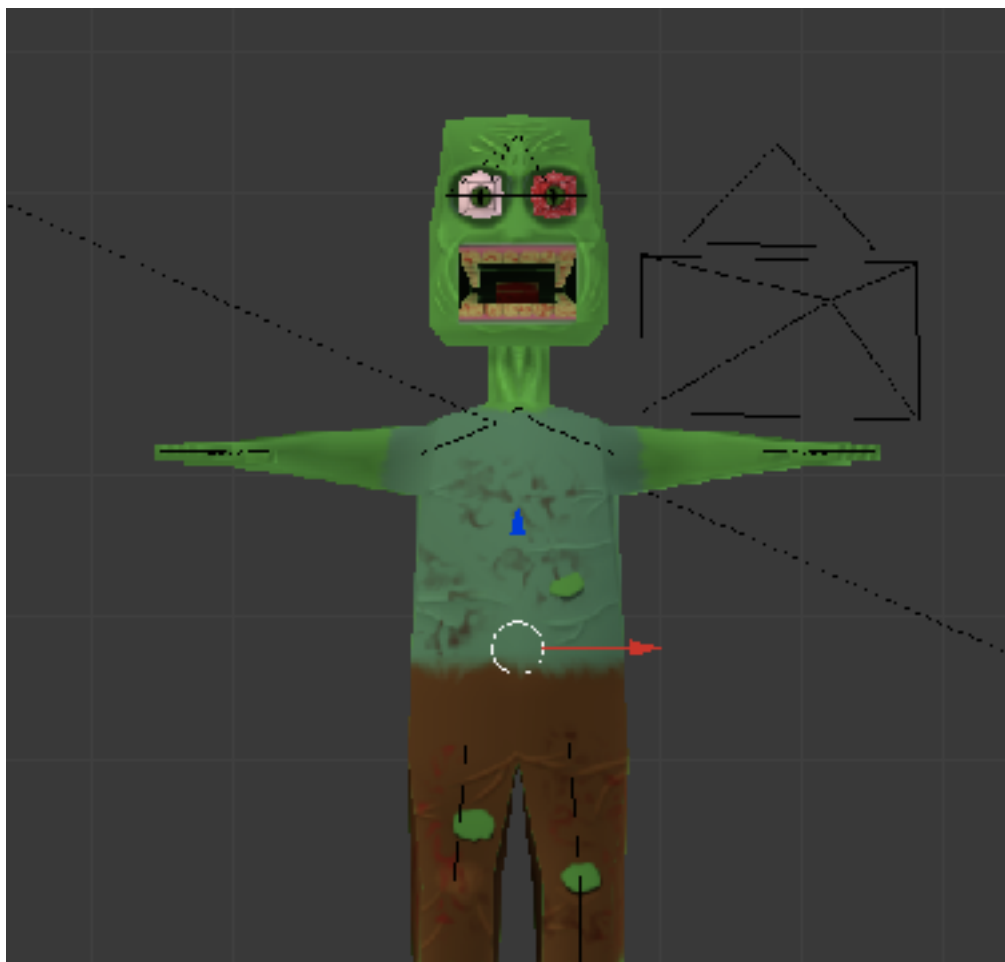

- Notes: the ZombieTexture 1(eyes) and ZombieTexture 2(eyes) are the same so you no need to reapply them when you switching the skin, they are just for referencing
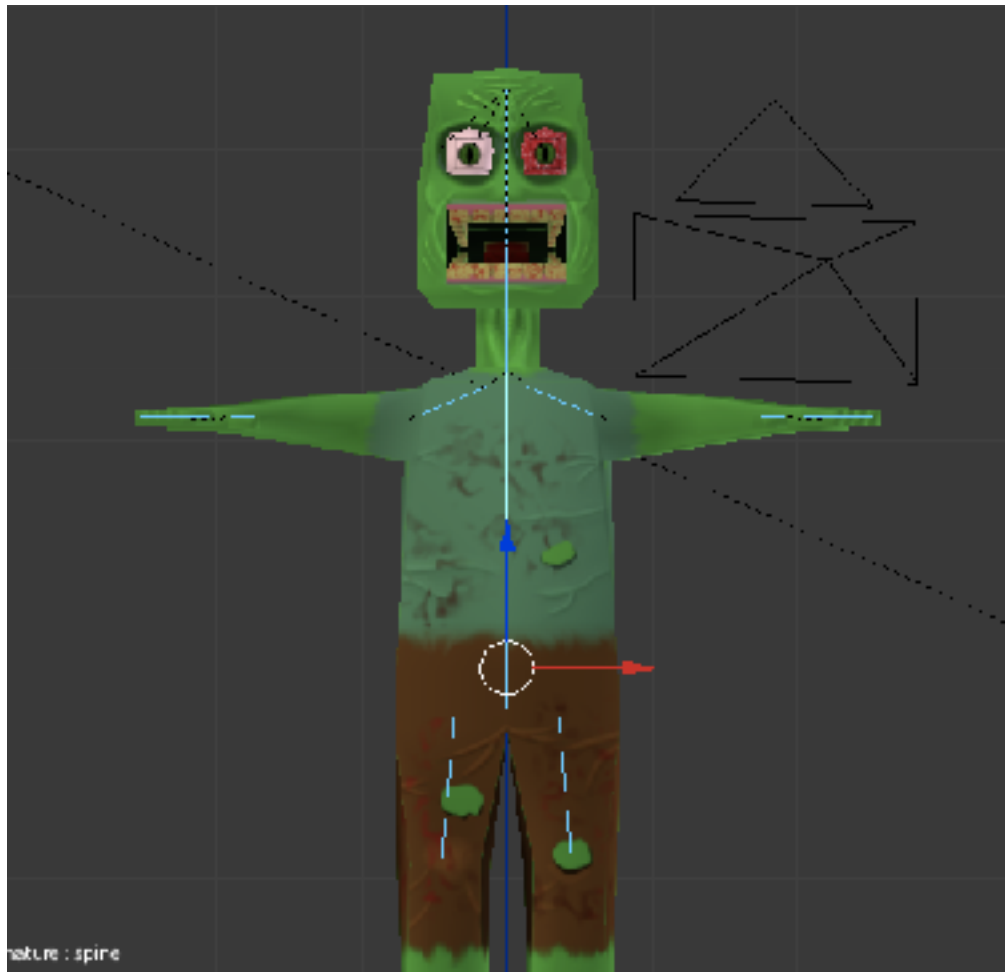
- **To edit actions of the zombie character (in Blender):**

  - select Animation
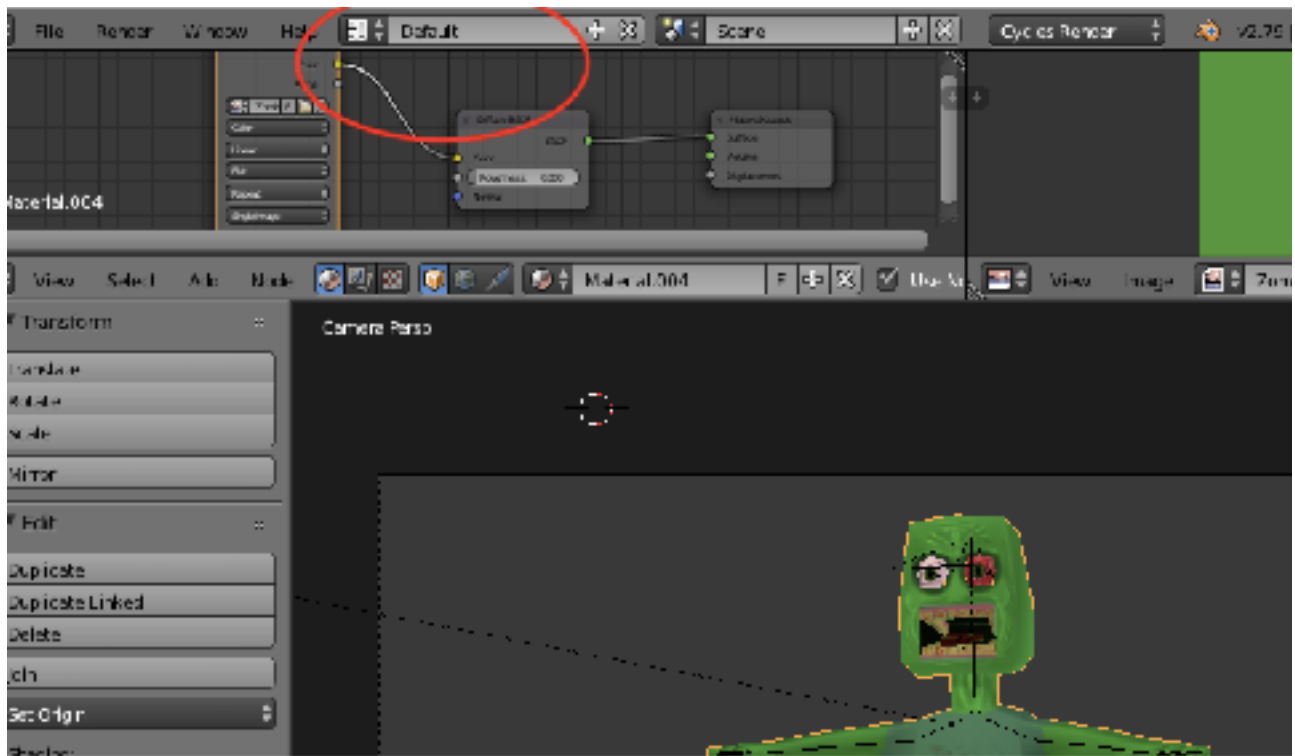
  - select the bone of the model

- press A in keyboard twice to select all the bones of the model

- you can view the 12 different actions by dragging the timeline in different frames, the 12 actions are ordered as:
  - idling, walking 1, walking 2 (limping), running, being angry and threatening, attacking 1 (biting), attacking 2 (clawing), being attacked 1 (in the head), being attacked 2 (in the body), crawling, eating prey, dying
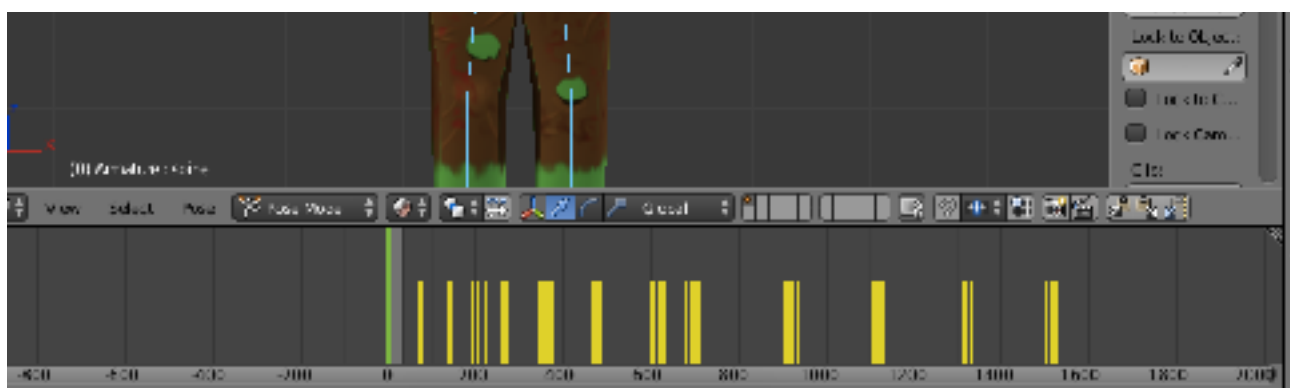
- **Additional notes:**

  - Please do not unwrap the model again because the new unwrapped layout may not match with the original textures