TeKniKo's Cave Readme

First off, thank you for your purchase. If you haven't purchased any of my content yet
I hope you find my free asset packs useful!

If you need technical support, have a content request or would simply like to join the
community to see what is coming down the pipe-line, check the links below.
Discord: https://discord.gg/YqAkZuVmS8
Content and Tutorials: https://www.youtube.com/channel/UCY8U7NaWaD6f0mmaUYJdXMQ
Asset Store: https://assetstore.unity.com/publishers/46828
Website: https://www.teknikoscave.ca

Chibi Character Setup

1) You may grab any prefab or prefab variant and drag and drop any new meshes, you would like
   to use, onto their corresponding bones. For example: Headbands/Hats/Halos/Eyes/Mouth/etc
   should be a child of the "Head" bone. Neckalces go on Spine3, backpacks/wings/etc go on
   Spine2.
2) Disable/Enable any other meshes that are weight painted. These must stay in the prefab for
   animation reasons.
3) Join the Discord if you have any questions or check the YouTube channel. There may be a
   tutorial for what you are looking for.

FAQ

How can I change the colours of my models?
1) Navigate to the texture folder and right-click > Show in Explorer.
2) Open the .png or .tif in an image editor.
3) Create a new Box shape and adjust the box size so that it completely covers one of the gradients.
4) From your Shape Fill Settings, select a new gradient and the colours you would like to use.

Why is there no HDRP support?
1) My models simply wouldn't benefit from that render pipeline. If you feel that my models fit
into your art direction and you are using HDRP, I suggest you reconsider URP as you may not be
fully aware of the benefits/differences.

Included scripts?
1) All scripts that I include will have all adjustable variables exposed in the inspector. Once the script has been
applied to your gameObject, select it in the Hierarchy and adjust your values as needed. If something is unclear,
join the Discord and we will try to help.