

CUBITS

LOW POLY CHARACTER MAKER

#3

Manual Ver 1.0

Thank you for purchasing Cubits Low Poly Character Maker #3

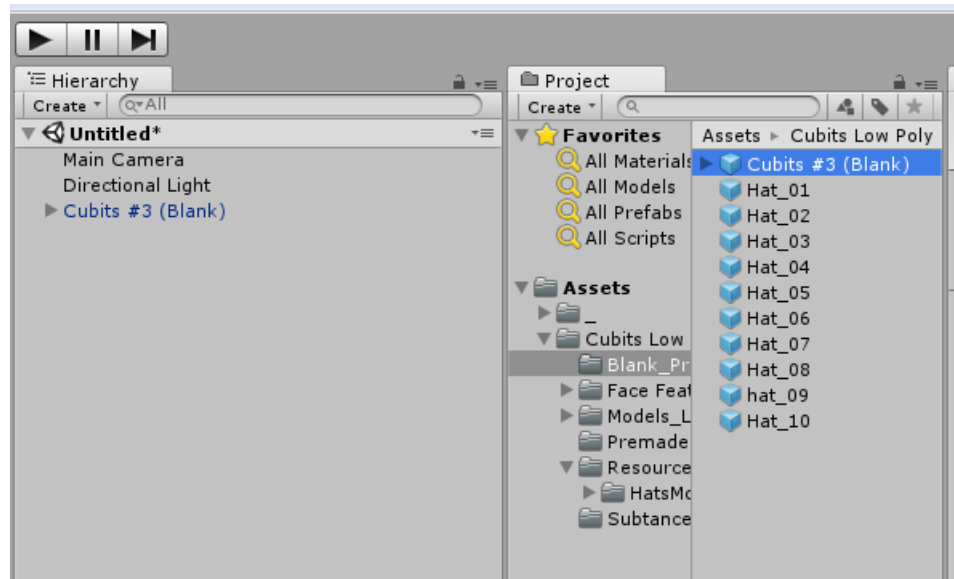
In this document you will find everything you need to know about this package, how to use it and tricks to make your game more optimized. If you have any questions, inquiries or comments please send me an email.

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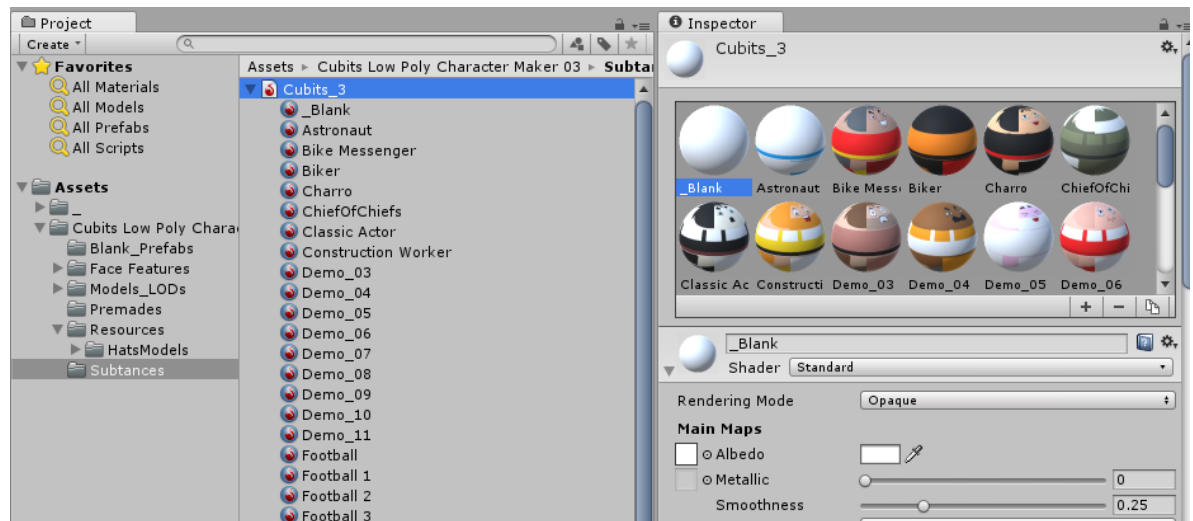
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Quick Start – Make your own character in seconds

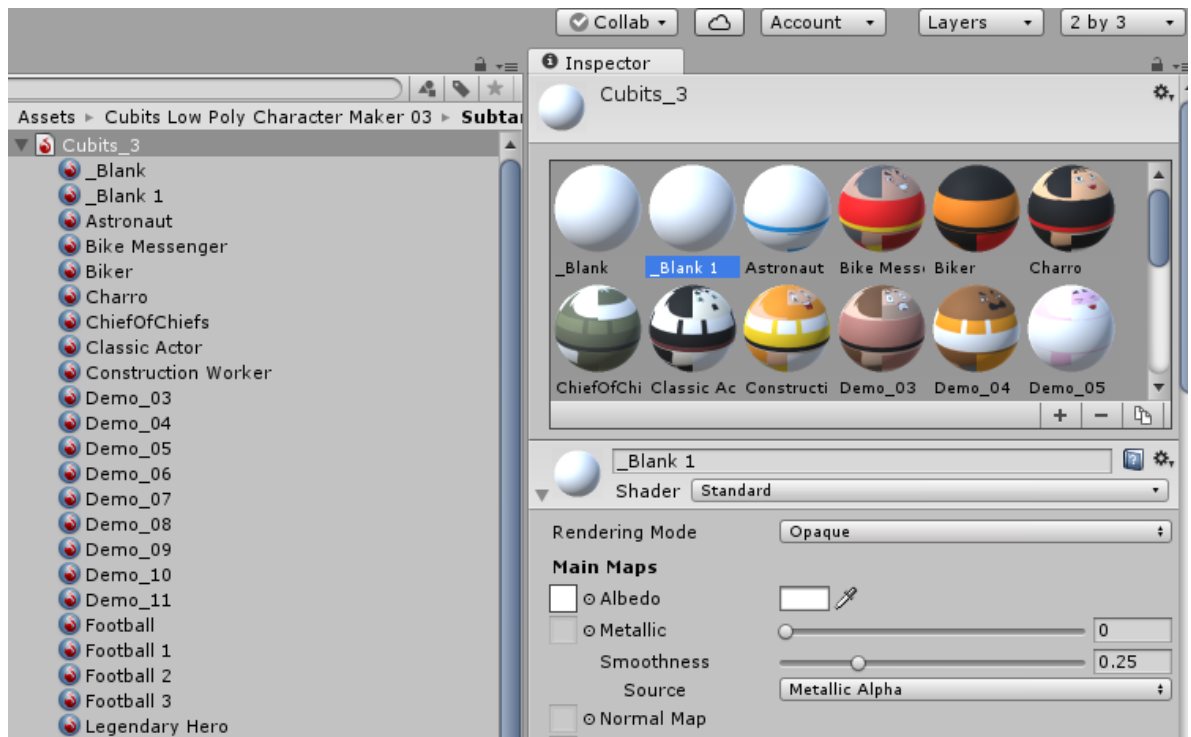
1. Drag the prefab “Cubits #3 (Blank)” from the Prefabs folder into your scene to start modifying it.



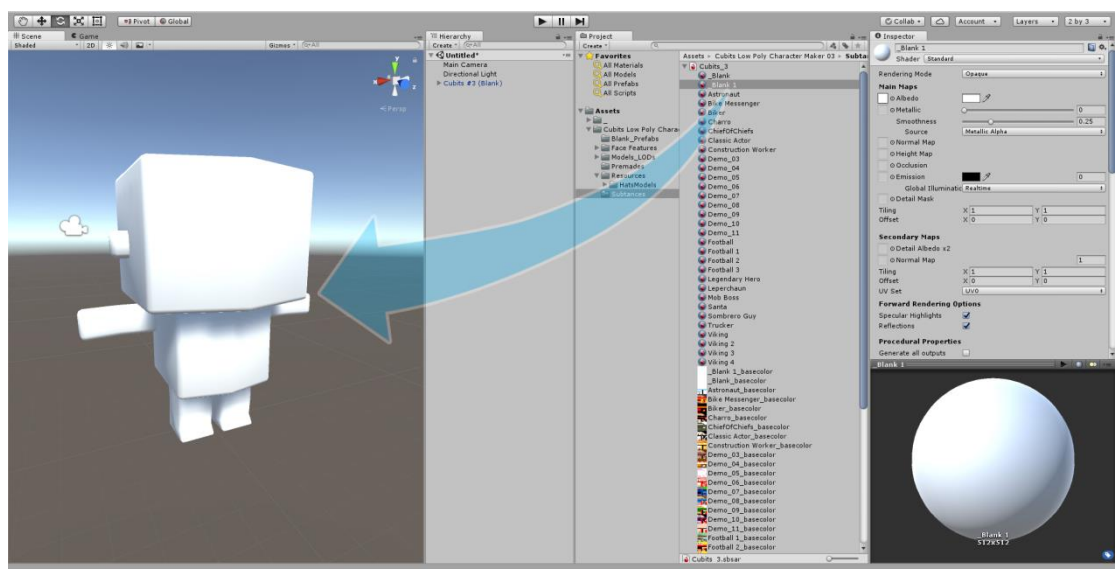
2. Find the “Cubits 3” substance file inside the Substances folder and click on the little arrow to expand it.



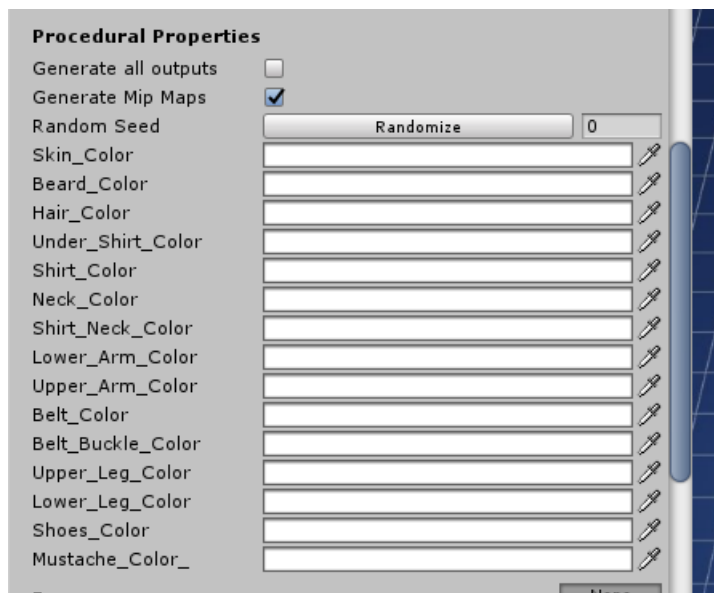
3. Select the “Blank” substance from the list of available substances and click on the copy icon (The one with two paper sheets icon next to the minus button). You will now have a copy of the substance called “Blank 1”. You can rename it if you want.



4. Drag your newly created substance from the project window and drop it into your Blank prefab. (The prefab is made of several hair pieces so make sure to drag the substance into every single one)



5. In the inspector window, scroll down to until you see the Procedural Properties color selection. Change the colors of each section until you have a combination that you like.

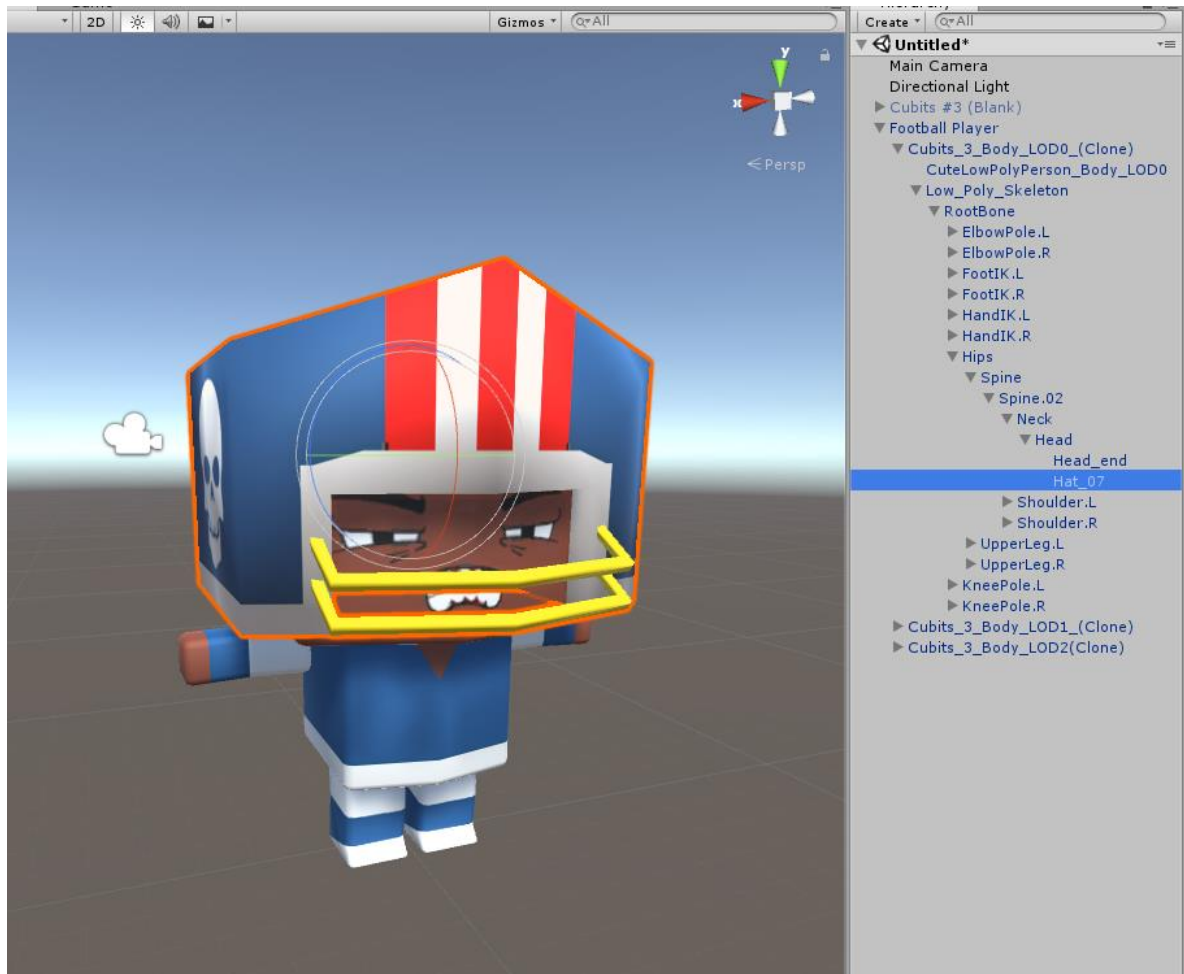


6. The next step is to select the eyes, mouth or mustache textures for our character. This package comes with different sprite textures for this purpose. Click on the select button on the *Eyes* field to open up a floating window for selecting a 2D Texture. Here you can select from the list of all the textures inside your project.



7. Repeat the same process for the Mouth and or Mustache (You can leave any of this fields empty if you don't want your character to have that feature).
8. The last Step is to add a hat or helmet to your character. This step is completely optional. In order to do that, you need to go to the Blank_Prefabs folder and chose any of the available head gears for your character. Each hat comes with its own unique substance (Procedural material) and works exactly the same as the Main Character Substance. Witch color pickers and some even have texture slots for Logos and images.

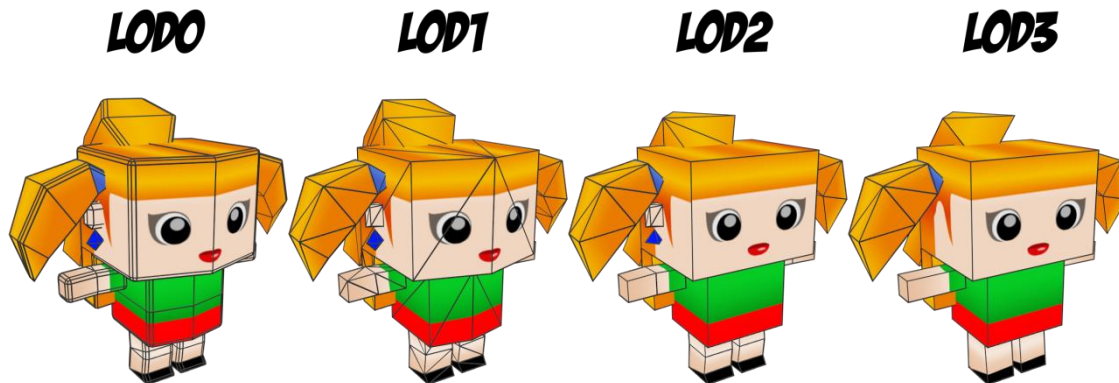
9. Once you have your headgear customized and ready, the only thing you need to do is to position it on your character and parent the helmet to the Head Bone. (Note, if you are using multiple LODs, you only need to attach the head gear to the LOD0).



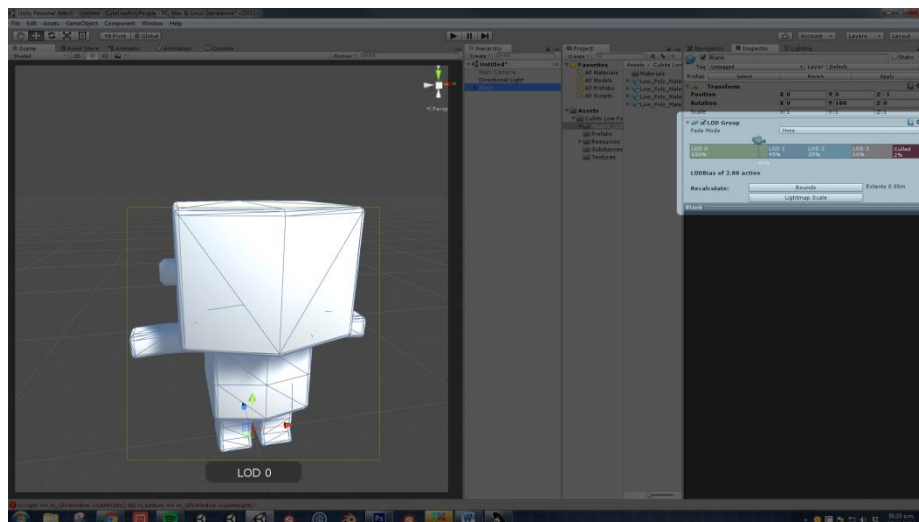
10. The prefabs come with 3 different LODs (Level of detail) in order to make sure each level of detail has this newly created material. For More information please go to the LOD section of this manual.

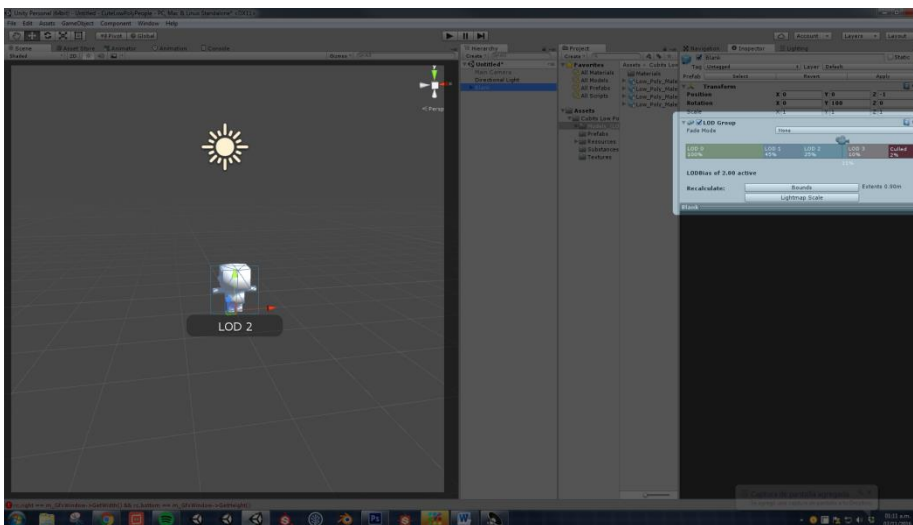
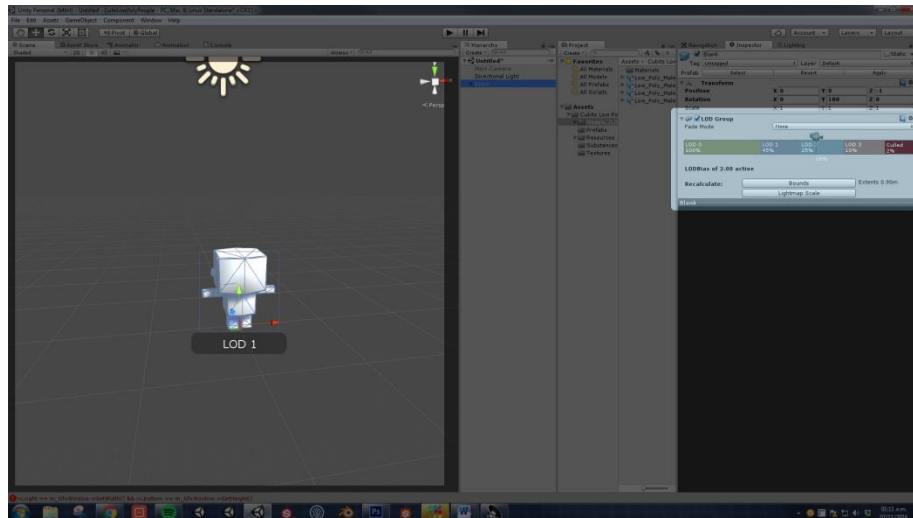
LOD - Levels of Detail

LOD or Level of Detail in Games refers to the amount of geometry (Polygon count) that each mesh has. In games is common to have many levels of detail to keep the game running smooth. The Cubits Low Poly Character Maker comes with 4 different LODs to help you improve the performance of your game.



By default, each prefab inside the Prefabs folder is already setup to contain these LODs but you can use any model that works best for you. Take a look at the Blank Prefab. If you place this prefab on your scene you will see a border around it with the LOD depending on how far the camera is from the character. As you zoom in and out and the character decreases in size; the LOD changes to reduce polygons and become more optimal until its so far away from the camera that it disappears.

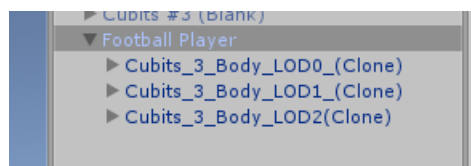




If you decide to use the LODs that come with this package, make sure to apply the Substance to every LOD model inside your prefab. Otherwise you will notice texture errors as the camera zooms in and out.

To make sure to add your Substance to each LOD, expand the Prefab to see its contents.

You should see something like this:



As mentioned before, you have to apply the Substance to each piece inside each LOD in order to have the model working properly at different camera distances.

The easiest way to test if the LODs are working is to zoom in and out and see the behavior of your character. If at some point the character changes to a blank texture or a different one then that LOD has a different Substance applied. Just add the one you need as you would apply any other material.

Package Contents

Cubits Low Poly Character Maker #3 comes with everything you need to start creating cute low poly characters. With hundreds of possible combinations this package is a great way to start populating your game with funny characters. Next is a list of the folders and game objects contained in this package.

Blank_Prefabs

This folder contains the prefabs for the main character as well as the different hats. This are completely blank so you can have a clean slate when making your new characters.

Face_Features

This folder contains the sprites for the different eyes, mouths, mustaches and logos that you can use to make your cubits low poly characters. (You can use your own textures if you want, remember that cubits packs get updated regularly with more facial features so don't forget to check back often)

Models_(LODs)

This folder contains the main Character Model (_LOD_0) and 3 lower resolution models (_LOD_1), (_LOD_2) For more information on LODs please go to the [LOD](#) section of this Document. The Models come with 5 simple animations to test out the characters, Idle, Walk, Run, Jump Up, Falling, Landing. However, the characters are completely compatible with Unity's Mecanim system and animation retargeting so you can use any Humanoid animation from Mixamo or MoCap files.

Premades

By default this package comes with 25 Pre made characters to get you up and running. This characters have been created to show some of the possibilities and use them as an example of what you can create with this package. You are free to use any of the premade characters on your game as well as any different character that you can come up with.

Resources

This folder contains a "Cubits_03_Demo_Scene", a simple Animator Controller to test the character animations as well as some materials and textures used on the Cubits_03_Demo_Scene.

Substances

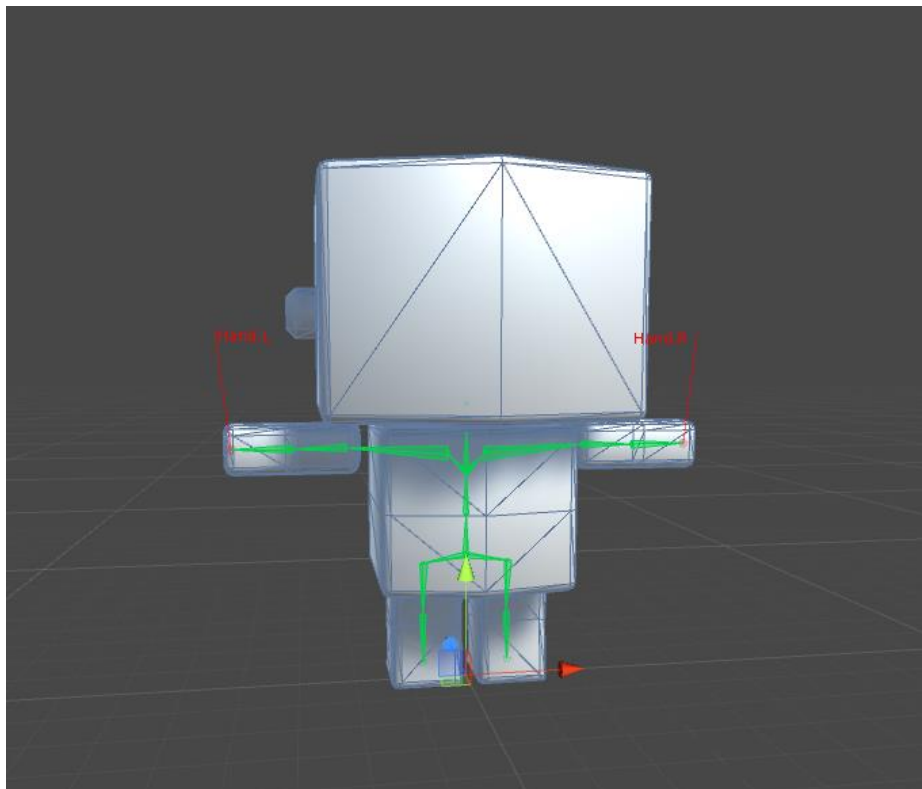
This folder contains the Substances needed to make all the textures that you need for both the body and all the different hats.

Animations and Humanoid Skeleton

Cubits Low Poly Character Maker #3 is a tool designed to help Game Developers spend more time building their game and less time worrying about the character assets. Its simple to use and flexible enough to fit many purposes.

One of the features of the package is that each Prefab and every character that you make with this is completely compatible with any biped animations from Mixamo animation store, Biped character animations from other models or even MoCap data.

However, the package also comes with two very simple and useful animations to get you up and running with your Game Development.



Contact

Thanks again for purchasing Cubits Low Poly Character Maker #3. I hope you find this package helpful and make great games with it. This manual is a very quick and simple guide to help you getting started.

If you have any questions, suggestions or comments please send me an email and I will gladly answer as soon as possible. If you liked this package don't forget to check out my Unity Asset Store Profile page where you can find more assets.

I'm also working on new Cubits character packs and updates. Please check out my other assets and keep an eye out for updates and new textures for your characters.

Thank you !!!

Remi Storms – Game Developer

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[Asset Store Page](#)