

Ultimate Parrot Animations & Skins Pack Documentation

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1. Introduction

Thank you for purchasing the **Ultimate Parrot Animations & Skins Pack!** This pack includes a stylized parrot model with animations, skin textures, and interactive features, tailored for Unity projects.

2. Package Contents

- **3D Model:**
 - A stylized parrot model optimized for real-time applications.

- **Animations:**
 - 20 pre-made animations (e.g., flying, landing, eating).
- The asset pack includes two options for animations:
- **Single FBX File:**
 - Contains all 20 animation clips.
 - Ideal for users who prefer managing all animations in a single file.
- **Separate FBX Files:**
 - Includes 20 individual FBX files, each with a single animation clip.
- **Textures and Materials:**
 - 10 unique skin textures, each available in:
 - **2K resolution** for high-quality visuals.
 - **1K resolution** for performance optimization.
 - Materials for both pipelines:
 - **URP Materials:** Located in `URP/Materials/1K` and `URP/Materials/2K`.
 - **Built-in Materials:** Located in `Built-in/Materials/1K` and `Built-in/Materials/2K`.
- **Prefabs:**
 - Prefabs are separated for each render pipeline and are located alongside their respective materials:

- **Built-in Prefabs:** Located in `Built-in/Prefabs`.
 - **URP Prefabs:** Located in `URP/Prefabs`
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- 10 prefabs representing different parrot skins, all animations applied.
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- **Demo Scenes:**
 - **DemoScene:** A scene showcasing animations and skins for the Built-in render pipeline.
 - **URP DemoScene:** A scene showcasing animations and skins for the Universal Render Pipeline (URP).
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3. Installation Guide

1. Import the Package:

- Download the `.unitypackage` file and import it into your Unity project.

2. Locate Files:

- Go to `Assets/KeyframeMagician/UltimateParrotAnimations&SkinsPack` to access all resources.
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4. Using the Pack

A. Adding the Parrot

1. Open the `Prefabs` folder.
2. Drag a prefab into your scene.

B. Exploring Animations and Skins in the Demo Scenes

1. Open the appropriate demo scene based on your render pipeline:
 - For URP: Open [URP DemoScene](#).
 - For Built-in Pipeline: Open [DemoScene](#).
2. Press Play to interact with the parrot:
 - Use the dropdown menus to select different animations at runtime.
 - Swap between 10 skins directly in the demo scene.
3. TextMeshPro Import:
 - Opening the demo scene will prompt you to import TextMeshPro (TMP) Essential Resources if they are not already imported.
 - If no prompt appears, manually import TMP resources:
 - Go to **Window > TextMeshPro > Import TMP Essential Resources**.
 - After importing TMP resources, you may need to open the demo scene twice for the TMP text to fully update and appear correctly.

C. Customizing Materials

1. **Default Material:**
 - Prefabs are pre-configured with **2K materials** for the respective pipeline (Built-in or URP) for high-quality visuals.
2. **Swapping Materials:**
 - Locate materials in the respective folders:
 1. **URP Materials:** [URP/Materials/1K](#) and [URP/Materials/2K](#).
 2. **Built-in Materials:** [Built-in/Materials/1K](#) and [Built-in/Materials/2K](#).

- To swap materials:
 1. Navigate to the **Prefabs** folder and select a prefab.
 2. Open the prefab by double-clicking it.
 3. In the hierarchy, you will see three main sub-options for each skin: **Deformation System**, **Geometry**, and **Motion System**.
 4. Expand the **Geometry** section and select the **Parrot_geo** object.
 5. In the Inspector, under the **Mesh Renderer** component, locate the material slot.
 6. Drag and drop the desired material (e.g., 1K material from **URP/Materials/1K**) into the material slot.
 - Ensure that the material matches the skin texture of the current prefab (e.g., "Parrot_Amber_Flame_2k" in URP should be swapped with "Parrot_Amber_Flame1k" in URP).
3. **Tips for Material Swapping:**
- Preview the changes in the Scene view to verify the material swap.

D. Previewing Animations in the Animator Window

1. By default, the parrot rig's T-pose is gray shaded with no material applied, ensuring compatibility across render pipelines.
2. To preview animations with a specific texture in the Animator window:
 - Apply a material manually that corresponds to your current render pipeline.
 - Locate the materials in the following folders:

- **URP:** URP/Materials/1K or URP/Materials/2K.
- **Built-in:** Built-in/Materials/1K or
Built-in/Materials/2K.

- Navigate to the **Material** tab, assign the desired material to the **Parrot Material** slot in the Inspector, and click **Apply** to preview the animations with the selected texture in the Animator window.
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5. Best Practices

- Use 2K materials for high-quality visuals on desktop or console projects.
 - Opt for 1K materials for mobile or VR projects to improve performance.
 - Preview animations and skins in the appropriate demo scene to find the best fit for your project.
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6. Troubleshooting

- **TextMeshPro Text Missing:**
 - Ensure that you have imported TMP Essential Resources ([Window > TextMeshPro > Import TMP Essential Resources](#)).
 - If the issue persists, open the demo scene twice to allow the TMP text to update.
- **Materials Not Displayed:**
 - Drag the material manually onto the prefab.

- **Animation Issues:**
 - Check the Animator component and animation clips in the prefab.
- **Demo Scene Issues:**
 - Ensure your Unity version is compatible with the asset pack. This package was created and tested in Unity version **2021.3.0f1 LTS** and is designed to be compatible with newer Unity versions.
- **Incorrect Material Swapping:**
 - Double-check that you're using the correct material corresponding to your pipeline and resolution.

7. Support and Contact

Email: keyframemagician@gmail.com

For any questions, bug reports, or customization requests, feel free to reach out.
