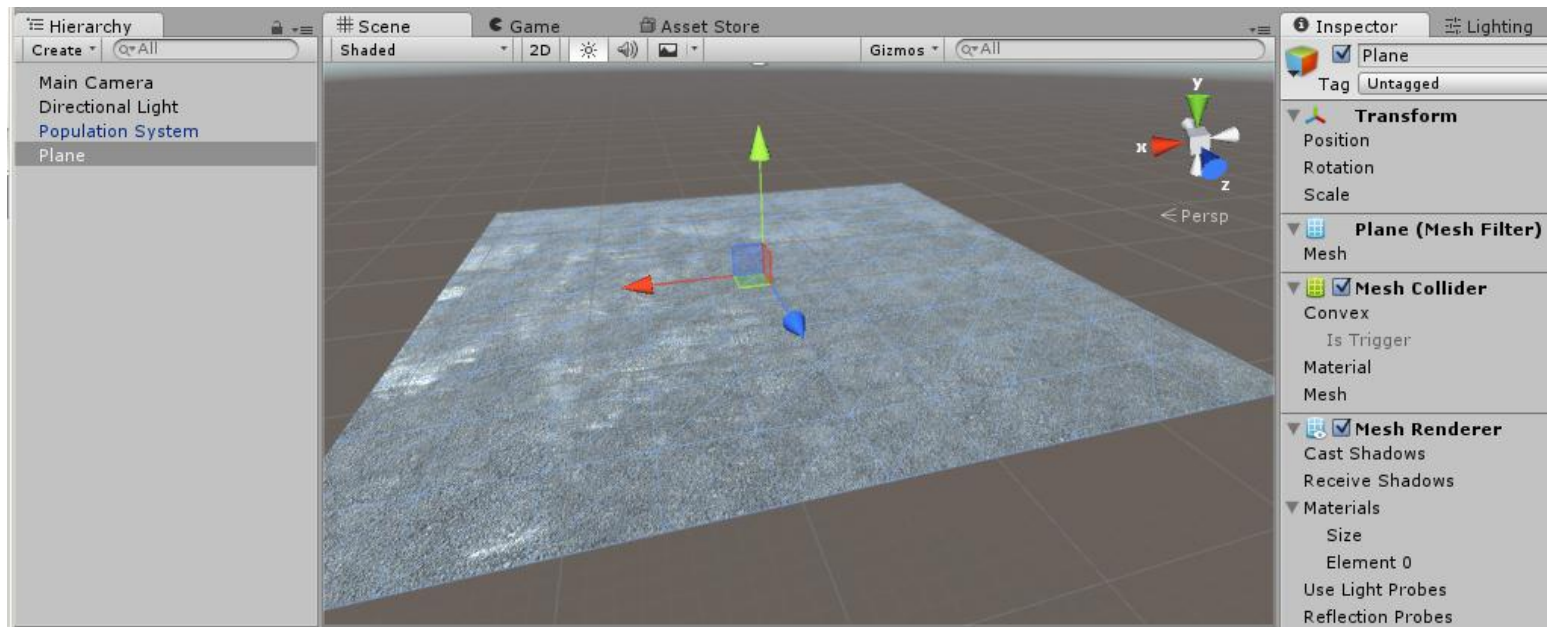


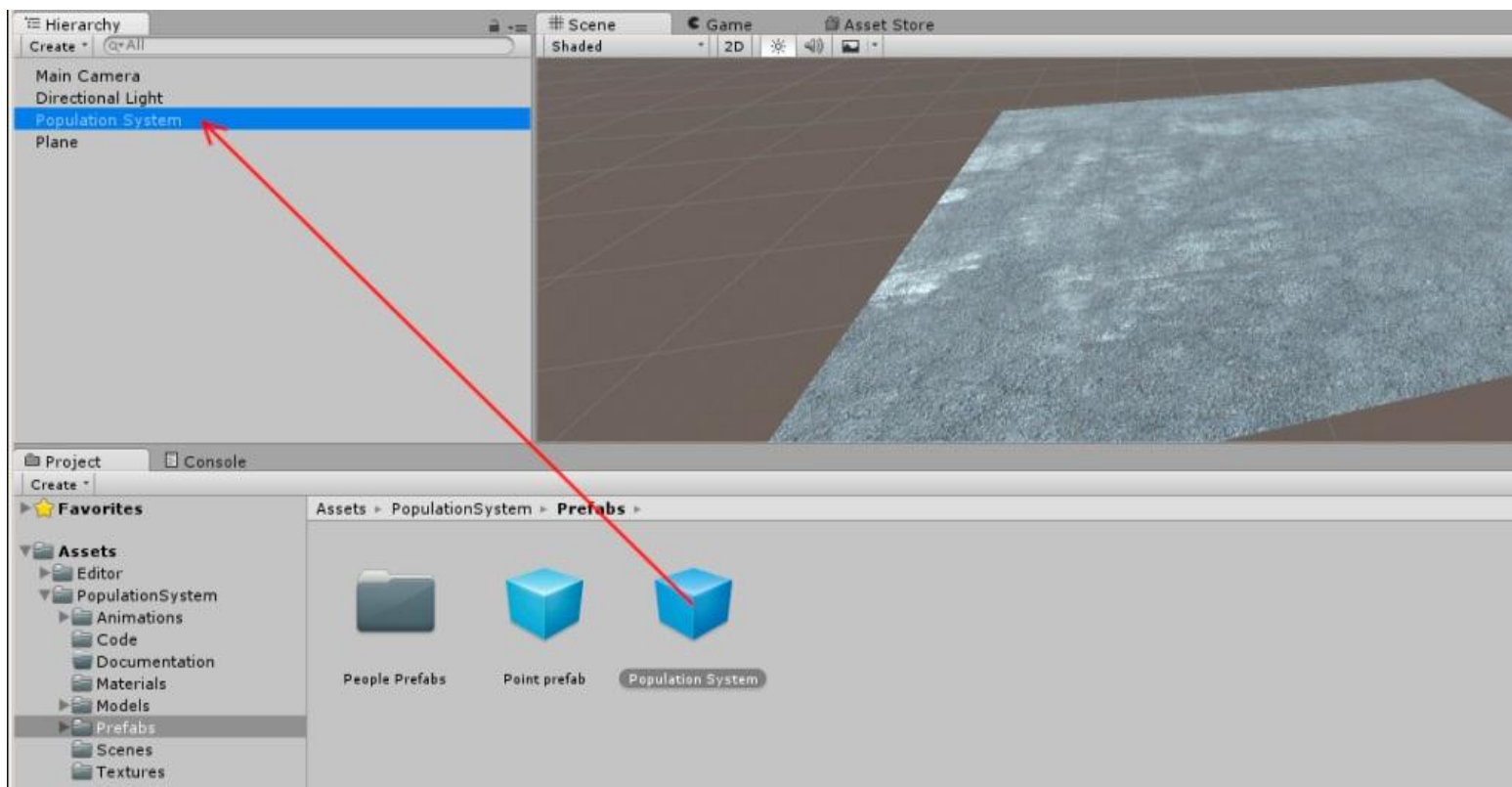
Tutorial 3

Walking People

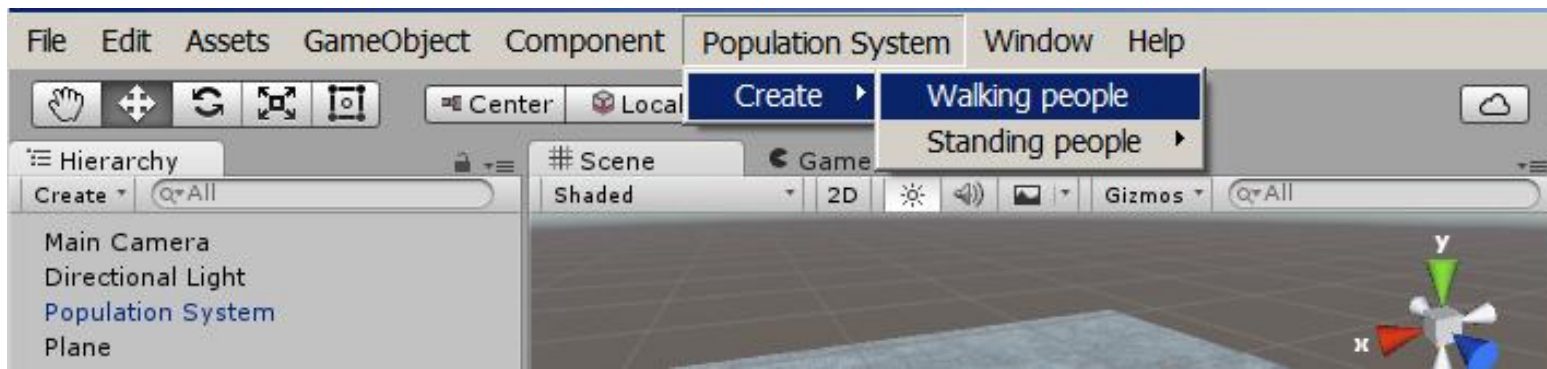
1. For create Walking people you need any surface with Collider.



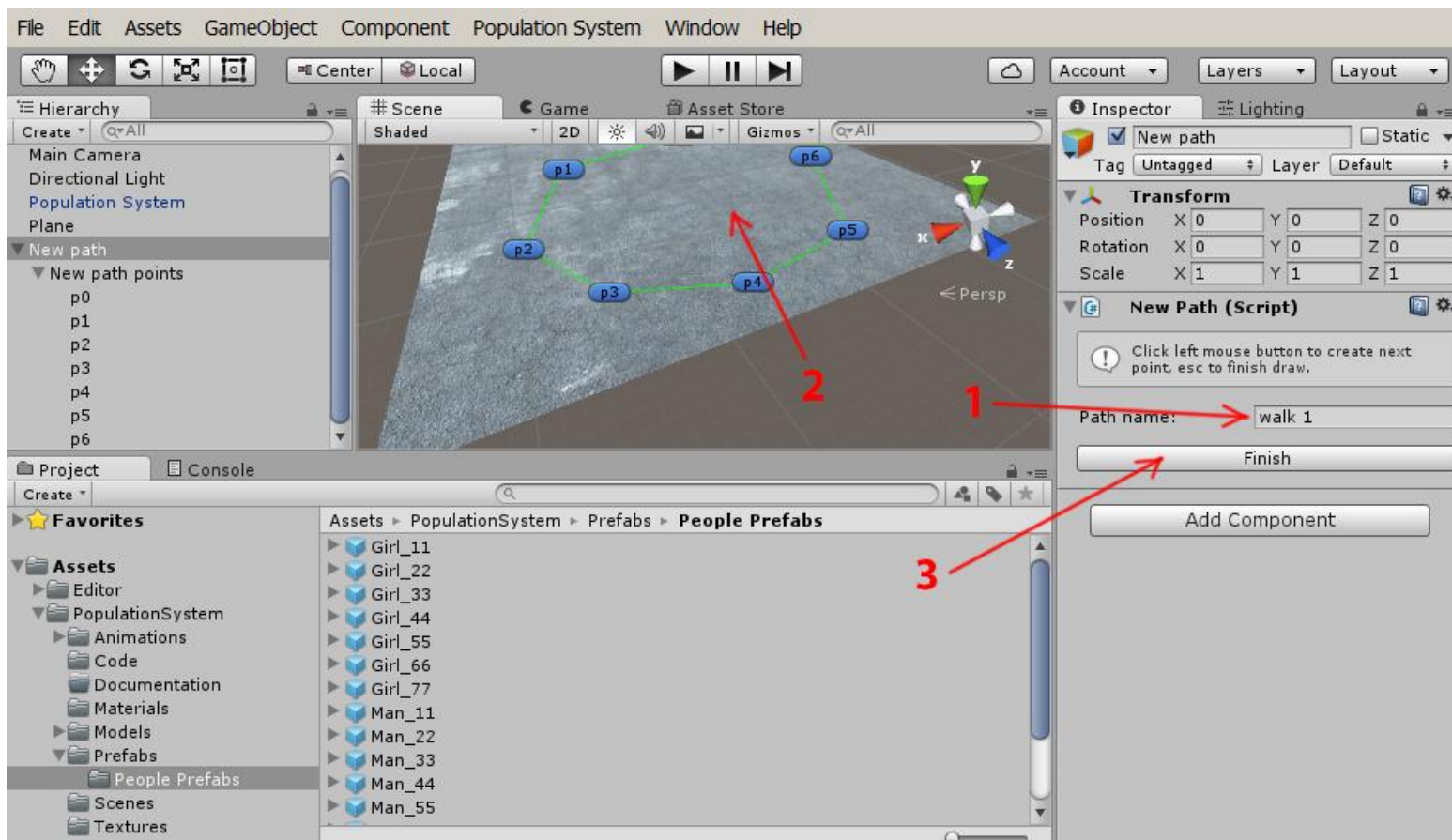
2. From Prefab folder take Population System and transfer to Hierarchy.



3. Go to the top menu, and open the Population System/Create/Walking people.



4. 1. Come up the name of the path.
2. Click the left mouse button on terrain, and create points where people have to walk.
3. Click Finish.



5. 1. Select how many kinds of people will be in the scene.
2. Add the prefabs people in the elements.
3. Select the number of ways.
4. The distance between the ways.
5. The total number of people in the scene.
6. loop way.
7. Choices of path directions.
8. walking or running.
9. Speed of walk or run.
10. Finally click button Populate!

