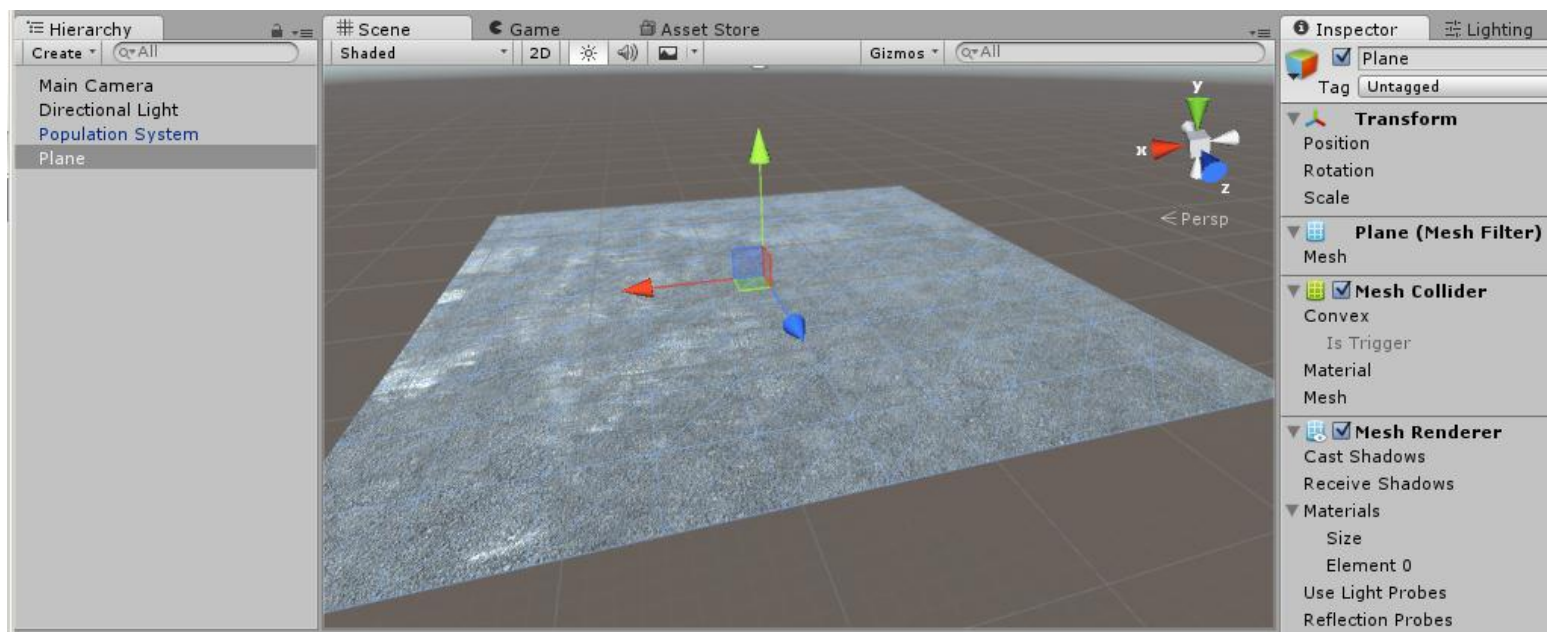


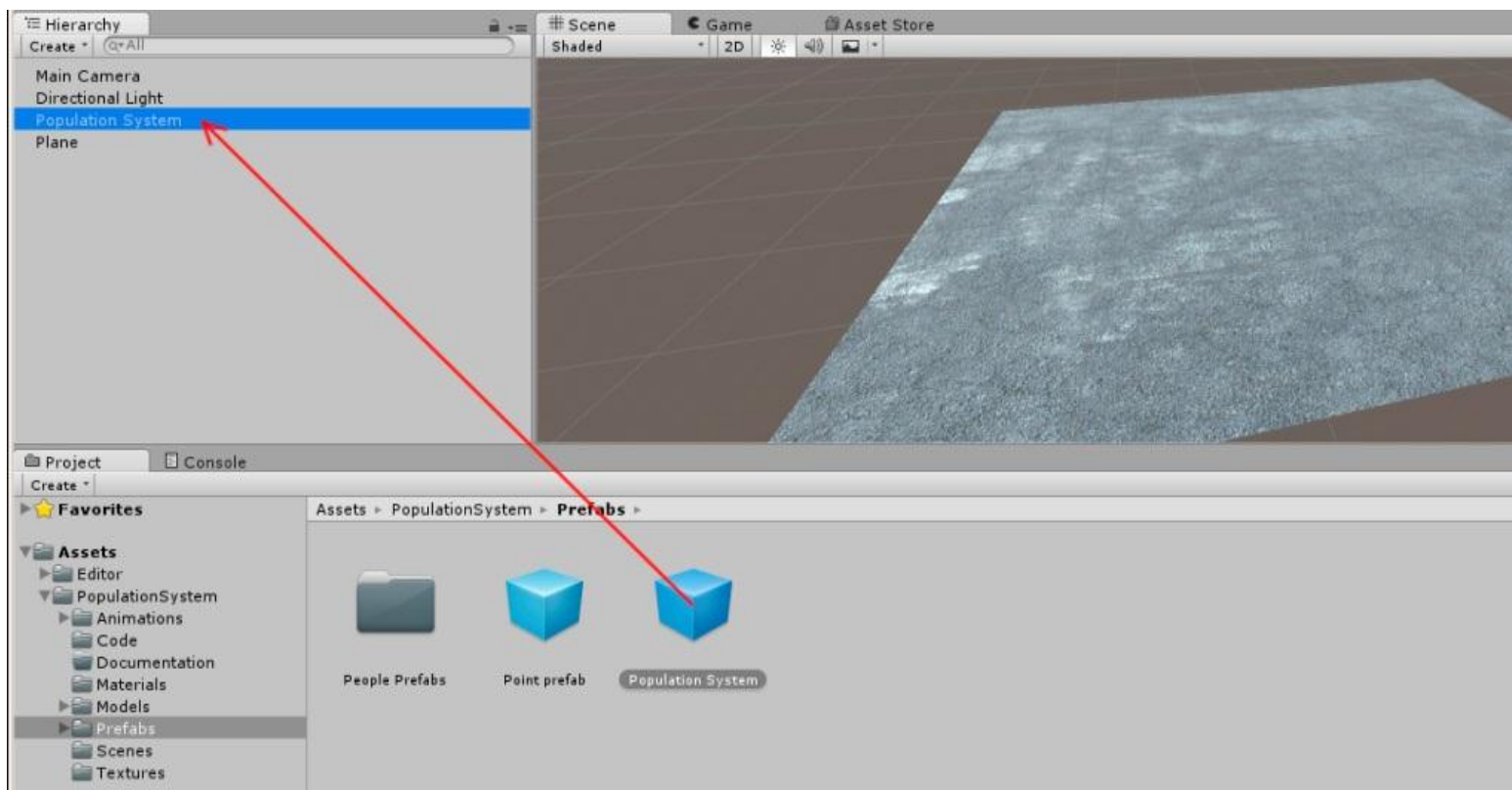
Tutorial 2

Talking People

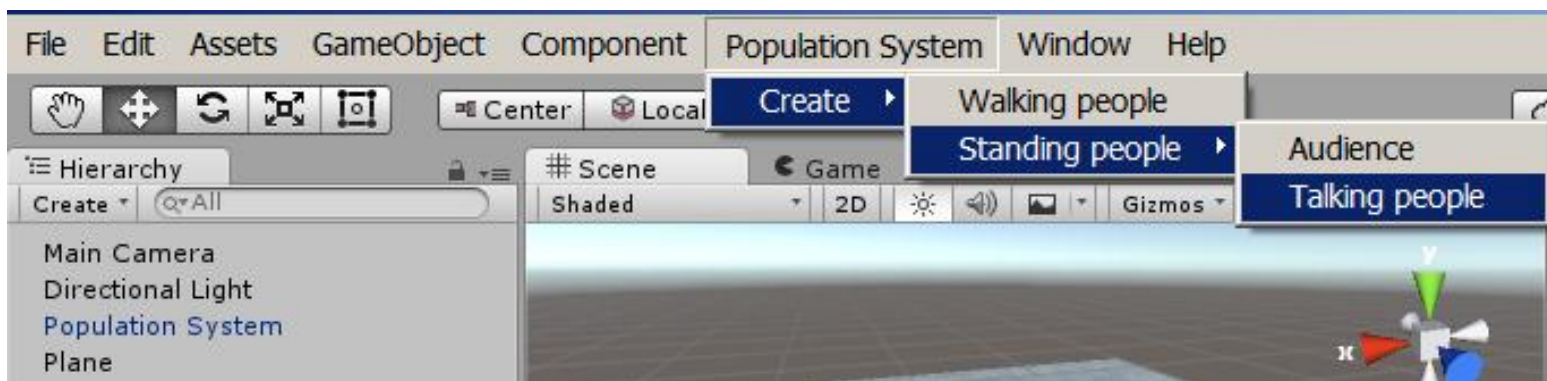
1. For create Talking people you need any surface with Collider.



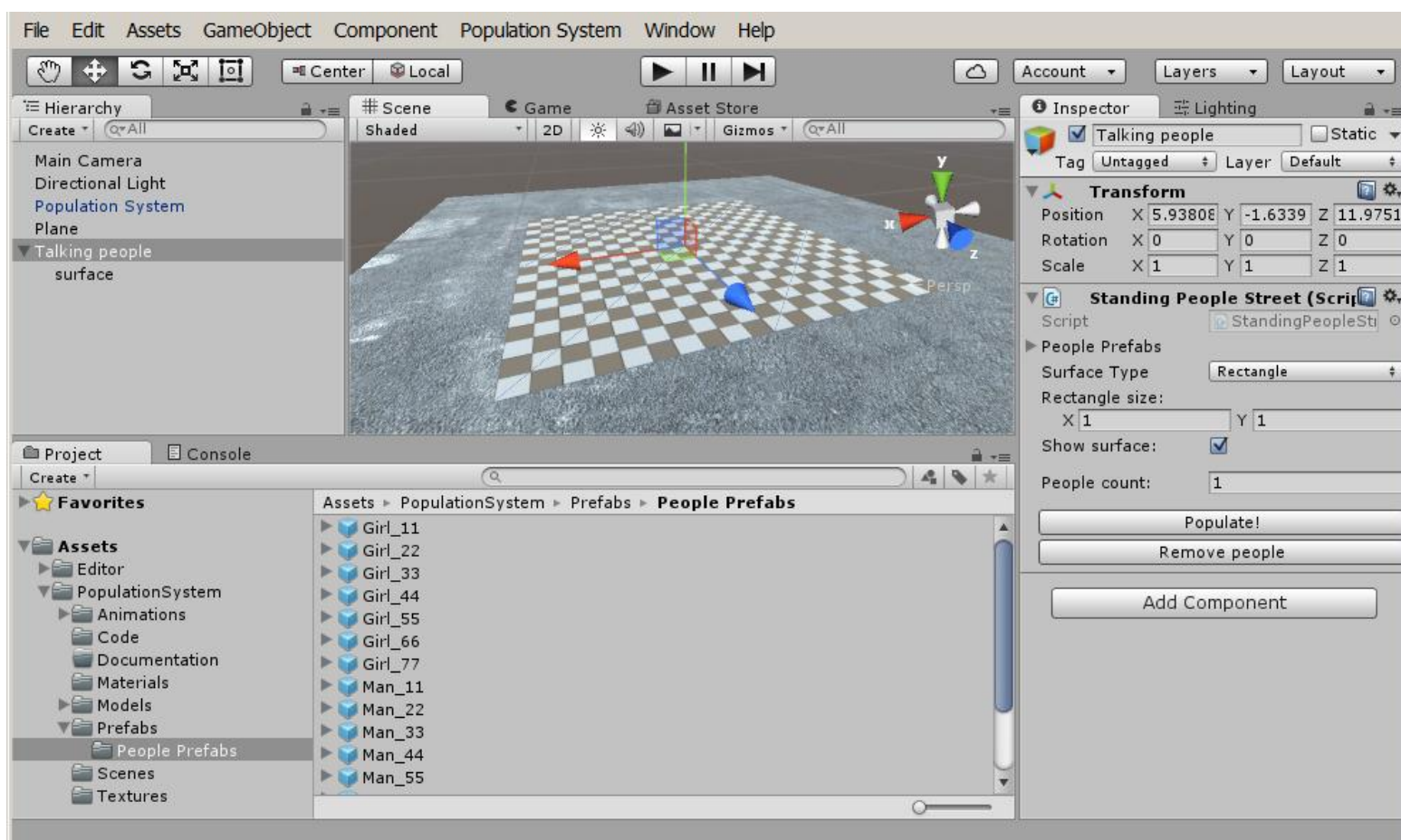
2. From Prefab folder take Population System and transfer to Hierarchy.



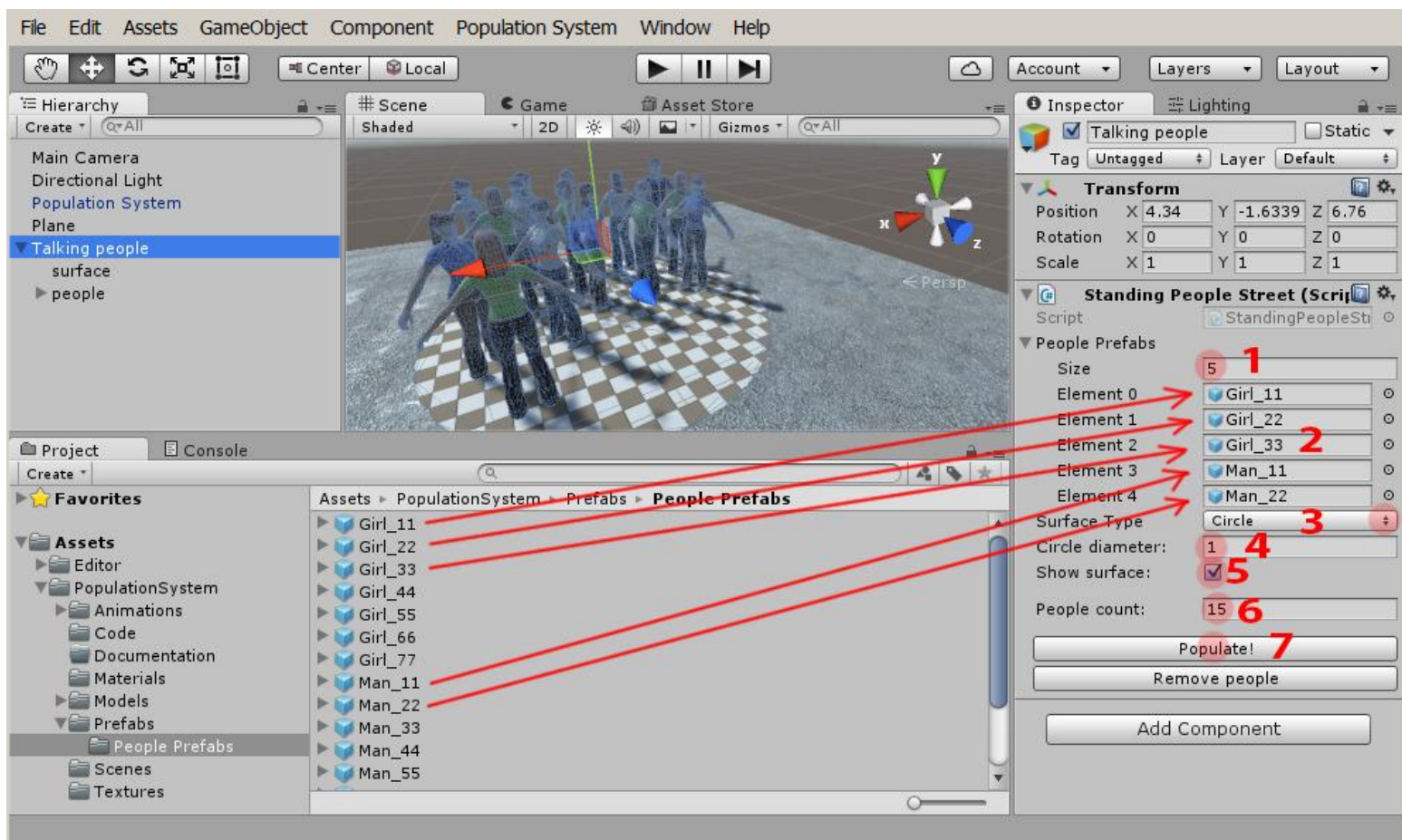
3. Go to the top menu, and open the Population System/Create/Standing people/Talking people.



4. Click the left mouse button on our terrain, then see surface, where will our people.



5. 1. Select how many kinds of people will be in the scene. 2. Add the prefabs people in the elements. 3. Then you can select the shape of the surface. 4. Select the size of the surface. 5. When everything is set up, you can turn off a surface. 6. Select the number of people in the scene. 7. Finally click button Populate!



Population System PRO
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