# README!

Getting the most out of your characters

• All the characters come with custom smoothing groups by default but you can change the shading style by changing the Normals in the import settings.

• I have included some Blend shapes for speech and a few emotions. You can find the Blend shapes in _head object or use the demo scene to check them out!

• You can save the prefabs from the game view into your project's Assets folder or change the location in the Customizer Script. You'll have to make the folder first and then add the location otherwise it'll just say location not found. (It is a dumb script)

• You can also customize the shape of the face using the Blend shapes. Use the demo scene and then use the save prefab feature. It'll save you a ton of time!

• **If you find any errors or need assistance**, no need to call 911. Just send me an email, or message me on my Facebook page or my Instagram or just shout out my name! I'll fix them! Dr Aki to the rescue!

STAY SAFE!
KEEP DEVELOPING

Changing the Shading to poly style

• Select the model file, in folder /Akishaqs/Characters/ *_nameOfCharacter_*/Mesh/*_fbxFile_*

• In the Inspector windows, goto model tab and change the Normals to calculate and set the angle to 0 and set the Blend Shape Normals back to none.
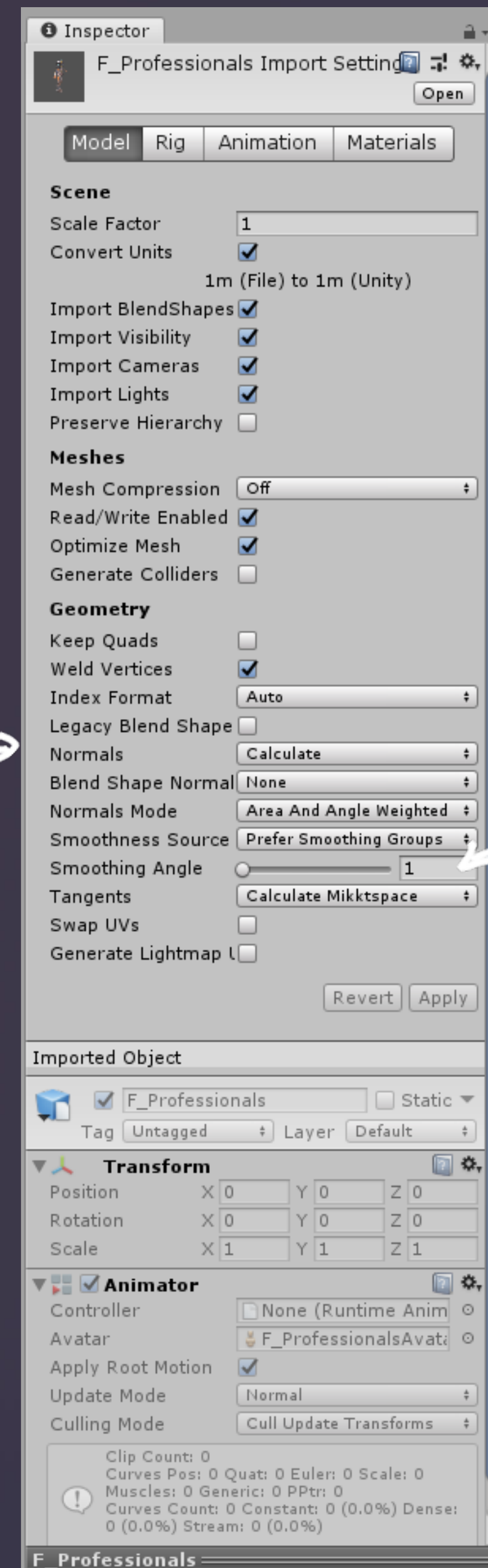


This is Zevo!

Low Poly is Love

Saving the prefabs from game window

• Open the demo scene!

• By Default, the prefabs will be saved to the Akishaqs/Characters/_Professionals/Prefabs folder.

• To change the location, first create the folders where you want the save the prefabs. Then click on the character in the hierarchy window and go to the Customizer component. There you can input the location to the folder.

• If left empty the prefab will be saved in root of the project, i.e Assets/_yourPrefab_

• Play the scene, input name of the prefab in the input field and click save prefab!
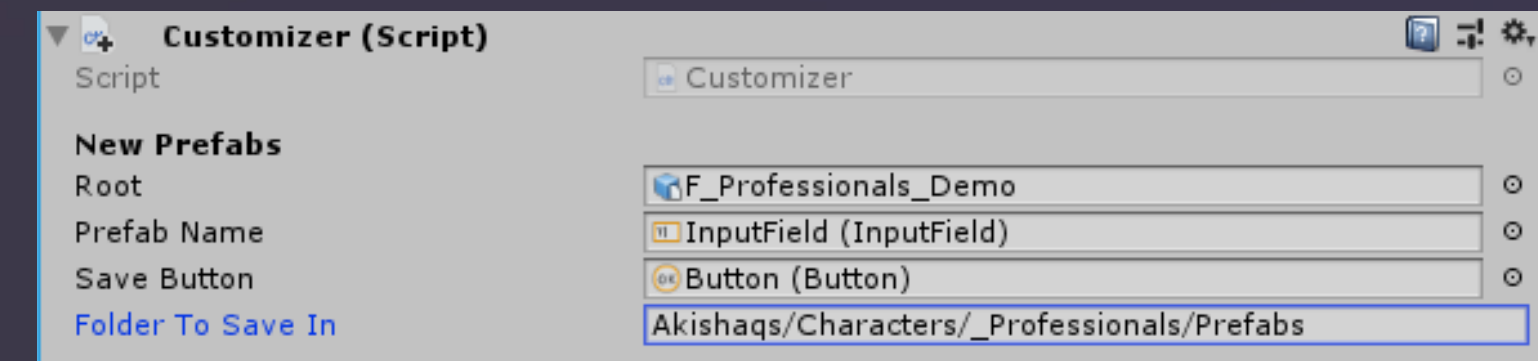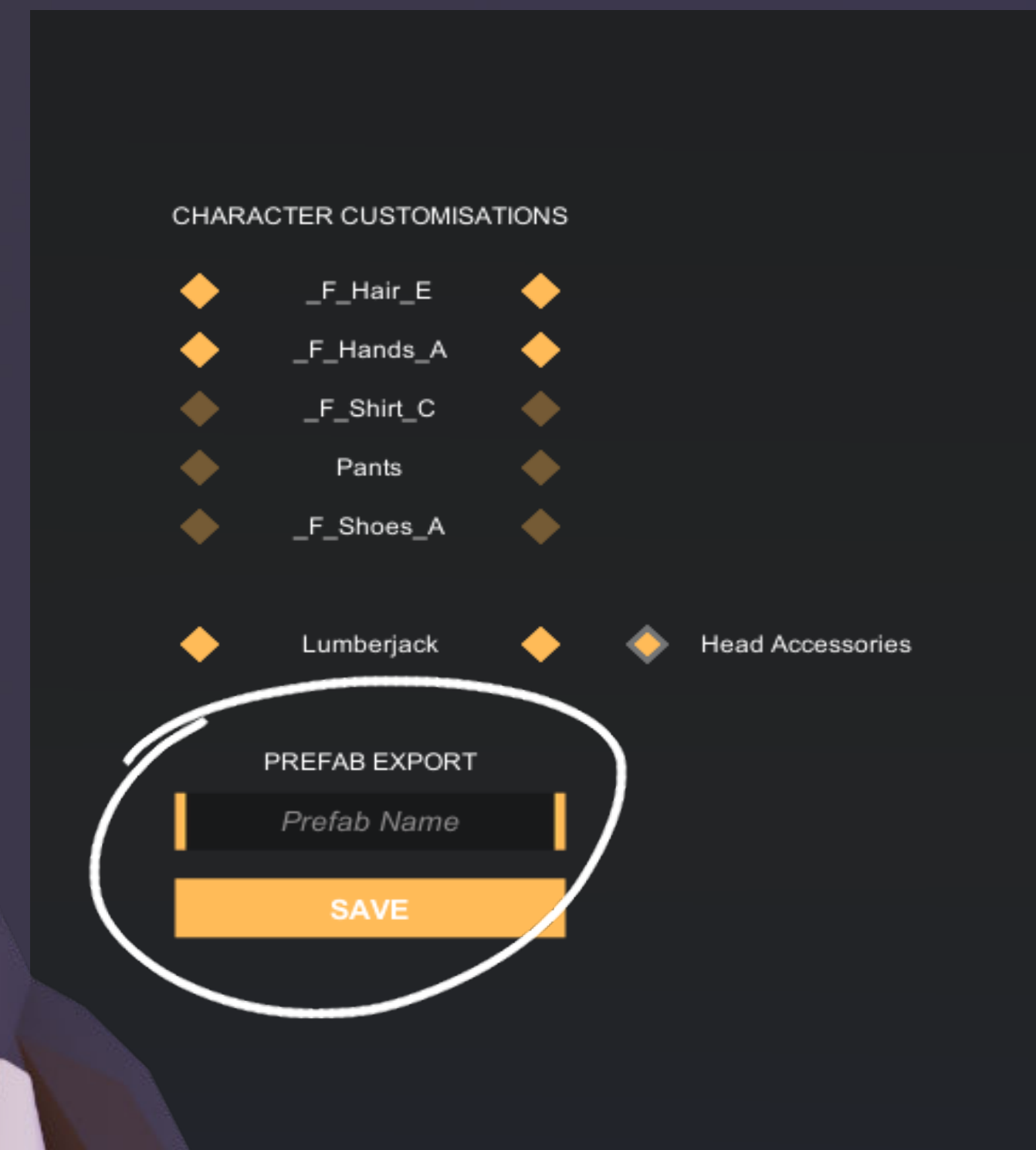
Getting animations from our beloved MIXAMO!

• Open mixamo.com, log in, click on upload and then select the .fbx file for the character.

• Once done, just select any of the animation and then download the character.

• Select **with skin** for the first animation.

• Download and import and set the rig to humanoid in import settings.

• Now after that you can download other animations without skin. Just make sure you set their rig to humanoid as well.

• Mixamo animations will only work best with the processed character you download from the site and won't work with the original character.

THANKYOU

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