Thank you for your purchase of Tailor – Low Poly Modular Characters for the Unity Engine!

This documentation is for explaining all the separate features as well as proper setup. For **detailed tutorials** visit our playlists on YouTube!

For quick and easy palette generation we recommend https://coolors.co/ !

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Can't find what you need here? **Get in contact with us!**

YouTube

Website

Discord

Unity Page

E-mail

GETTING STARTED

For best results, import the Post FX V2 package from the Unity Package Manager, and clear the Tailor save slots (Distant Lands/Tailor/Clear Save Slots).

After importing the package into your Unity project, open the included demo scene (Distant Lands/Tailor/Scenes/Stage Test) to find a **Tailor Customizer** object.
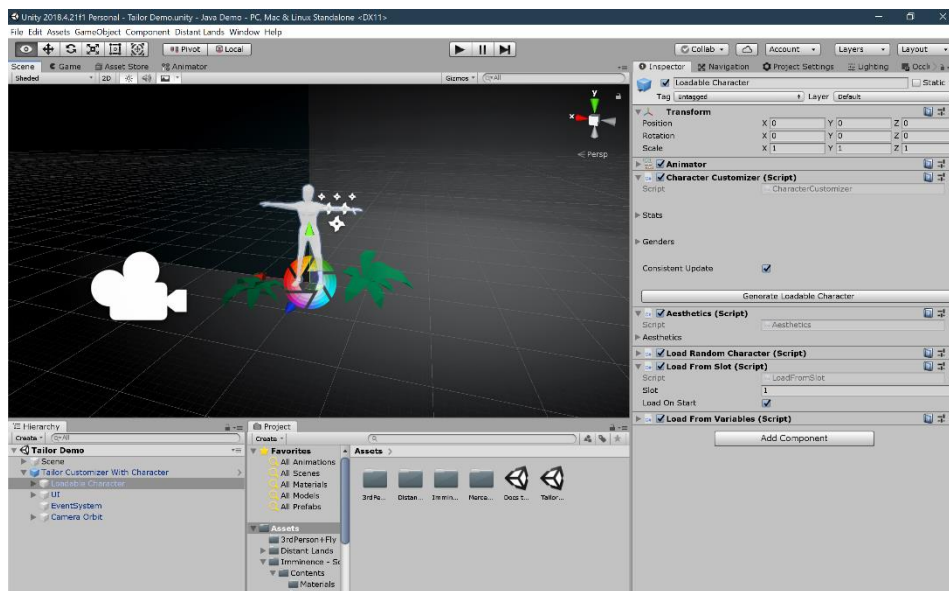

Tip: press play to begin using Tailor's in-game UI

This scene is setup with the default Tailor Customizer that has all the needed components and meshes **already installed for you to use!**

LOADING

There are three loading methods supported by Tailor out of the box. Check out the documentation (page 14)!

To load the default Tailor character into your own scene, drag the "Loadable Character" prefab into your scene. Make sure that **load on start** is checked and you are good to go!
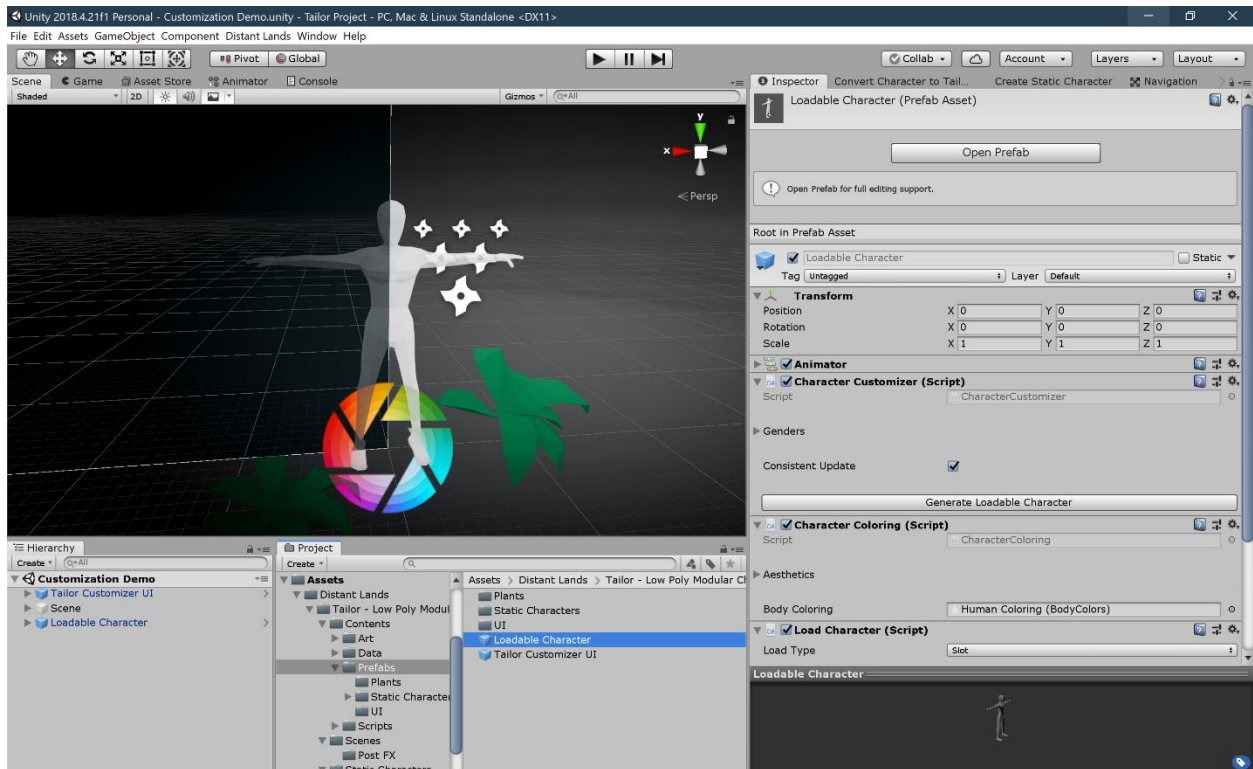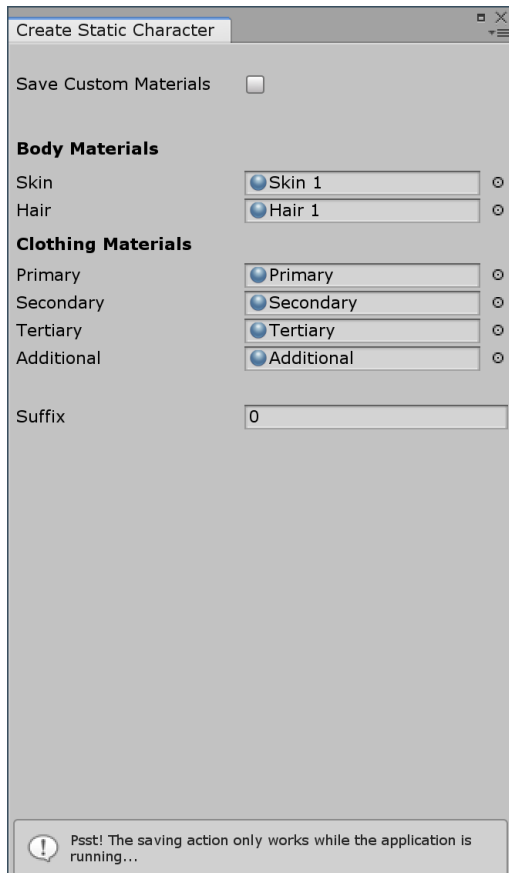

If you are using a new Tailor customizer, make sure that you are using the same prefab and variables that your customizer uses.

Note: if you are using Tailor to create characters instead of as a customizer, it is recommended that you use the Create Static Character plugin to reduce overhead.

MENU ITEMS

Create Static Character from Active Customizer

```
Create Static Character                    □ ×
                                           ▾≡
Save Custom Materials      ☐

Body Materials
Skin                    ◉ Skin 1          ⊙
Hair                    ◉ Hair 1          ⊙
Clothing Materials
Primary                 ◉ Primary         ⊙
Secondary               ◉ Secondary       ⊙
Tertiary                ◉ Tertiary        ⊙
Additional              ◉ Additional      ⊙

Suffix                  0




    ⓘ  Psst! The saving action only works while the application is
       running…
```
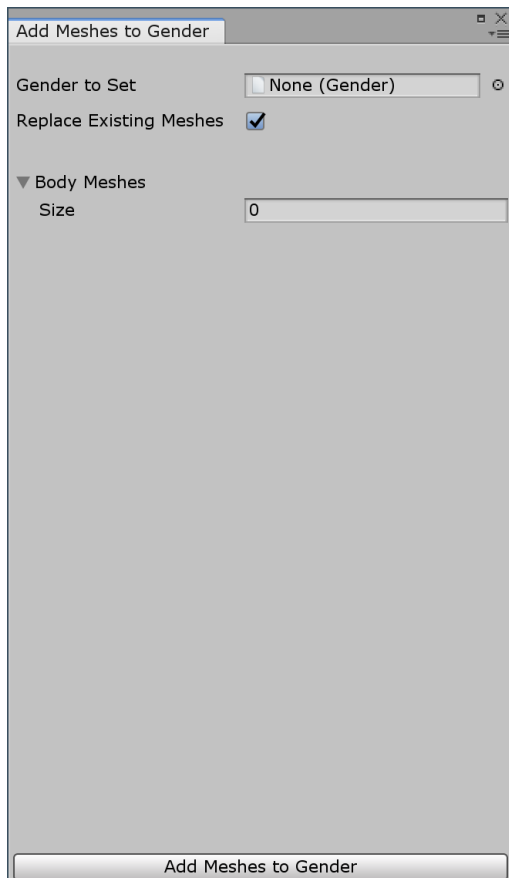
Allows you to save characters that you make with the customizer but do not wish to continue to customize.

Save custom materials: If true the method will save new versions of the materials with the new colors applied. If false, it will assign the default materials.

Materials: The material to use as a base material for the new color variations.

Suffix: Denotes a number that is added to the prefab once it is saved to prevent overwriting data. **If a character is saved in the same location with the same suffix, it will overwrite the old model.**

Add Meshes to Gender

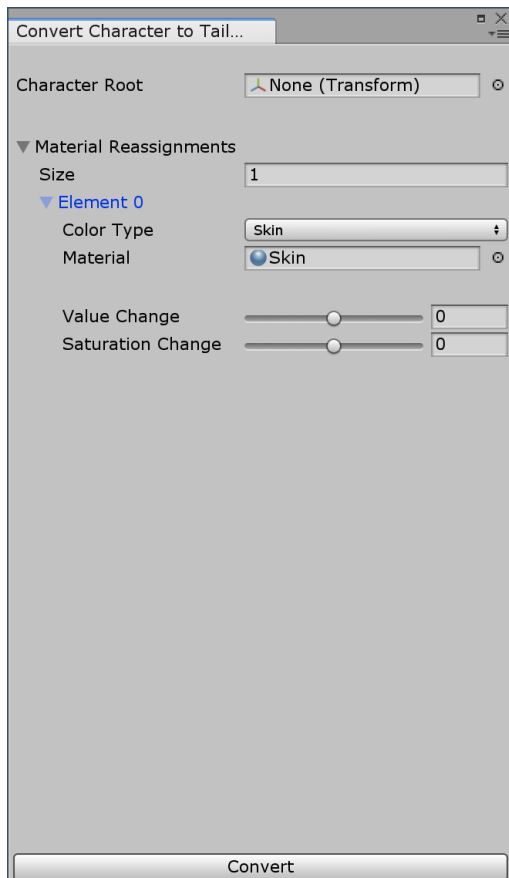| Add Meshes to Gender	□ ×
Gender to Set	☐ None (Gender) ⊙
Replace Existing Meshes	☑
▼ Body Meshes	
Size	0

Add Meshes to Gender

Allows you to quickly organize new body meshes into their respective catagories in a gender.

Gender to Set: Which gender these meshes will be applied to.

Replace Existing Meshes: Should this overwrite the body meshes originally used by this gender.

Body Meshes: Place the meshes you wish to organize here.

Convert Character to Tailor Meshes

| Convert Character to Tail...	□ X
Character Root	⅄ None (Transform) ⊙
▼ Material Reassignments	
Size	1
▼ Element 0	
Color Type	Skin ⬍
Material	⬤ Skin ⊙
Value Change	——○——— 0
Saturation Change	——○——— 0
	Convert

Allows you to quickly convert custom models to new Tailor body meshes.

Character Root: The root that holds all the skinned meshes you want to convert.

Material Reassignments: Assigns materials to color types for recoloring. If a material is not assigned in the reassignments, it is assigned a custom color type and will not be affected by recoloring.

DATA TYPES

Body Mesh
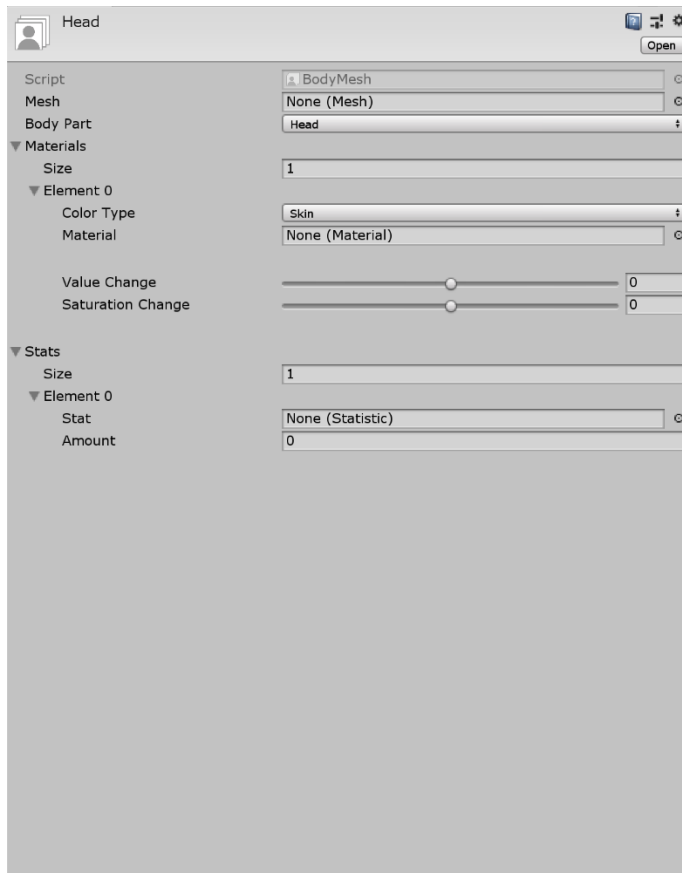
Designates a swappable mesh that can be assigned to a gender and fed into the Tailor system.

Mesh: The skinned-mesh this applies to.

Body Part: Which section of the customizer this is controlled by.

Color Type: Which color type this sub-mesh will use. Select custom to not change the color.

Material: The base material to pull shader settings from.

Value/Saturation Change: Adds a slight offset to the color on this sub-mesh.

Stat: The statistic this controls.

Amount: The amount added to this statistic when this mesh is applied.

Tailor Gender

Controls the core of the Tailor customizer. Holds all the body meshes that are used by the same type of character.

Avatar: The animation avatar used by this gender.

Root Bone Name: The name of the root bone for this gender's rig.

Head Meshes: Holds all the head meshes used by this gender.

Torso Meshes: Holds all the torso meshes used by this gender.

Legs Meshes: Holds all the leg meshes used by this gender.

Shoe Meshes: Holds all the shoes meshes used by this gender.
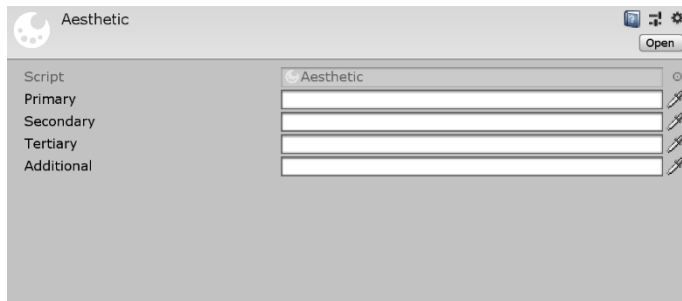
Body Colors

Controls the colors of the skin and hair of a character. Linked to a loadable character.

Skin Colors: The colors used for the skin tones.

Hair Colors: The colors used for the hair material.

Body Colors			☐ ⇶ ⚙
			Open
Script		BodyColors	⊙
▼ Skin Colors			
Size		3	
Element 0			⌖
Element 1			⌖
Element 2			⌖
▼ Hair Colors			
Size		2	
Element 0			⌖
Element 1			⌖

Aesthetic

Controls the colors of clothing

Primary: Controls the primary color. Mainly used by the torso.

Secondary: Controls the secondary color. Mainly used by the legs.

Tertiary: Controls the tertiary color. Mainly used by the shoes.

Additional: Controls the additional color. Used sparingly.

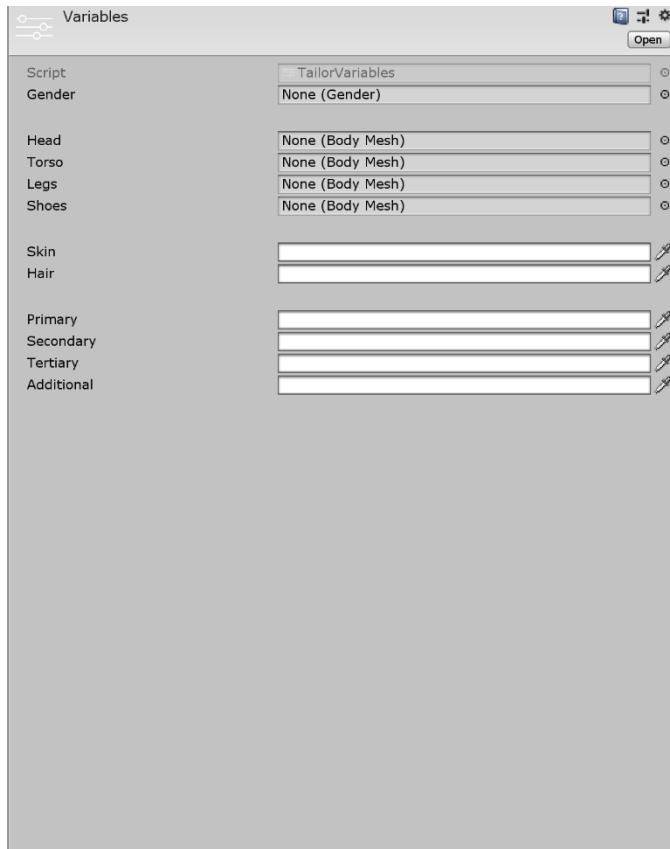## Statistic
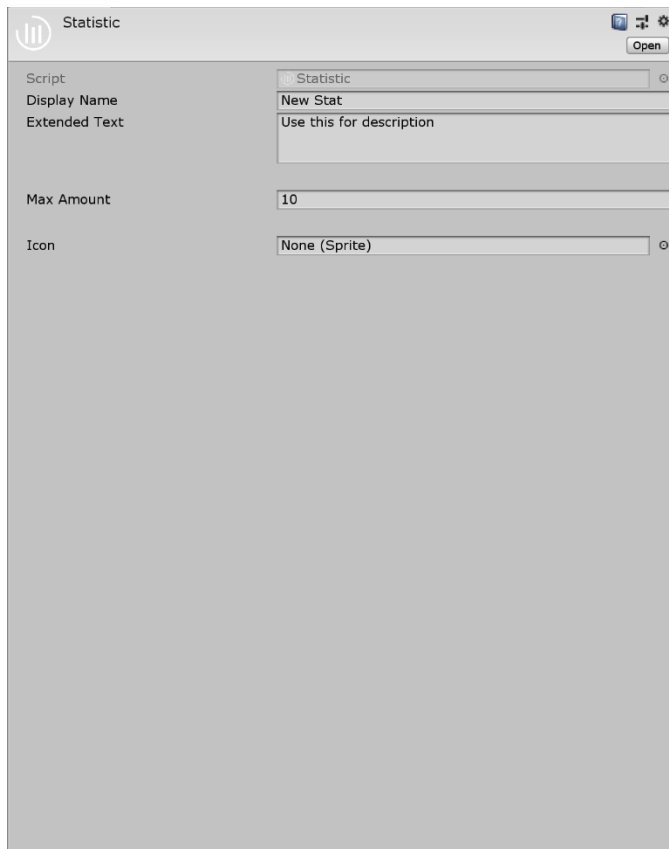
Defines a statistic to be used by the customizer

Display Name: The name of the stat.

Extended Text: Used for description.

Max Amount: The maximum amount this stat can hold.

Icon: The icon used for abbreviation of this stat.

Variables

Defines a series of variables that can be loaded using the "Load from Variables" method.

Gender: The gender this set uses.

Head: The body mesh used for the head.

Torso: The body mesh used for the torso.

Legs: The body mesh used for the legs.

Shoes: The body mesh used for the shoes.

Skin: The color used for the skin.

Hair: The color used for the hair.
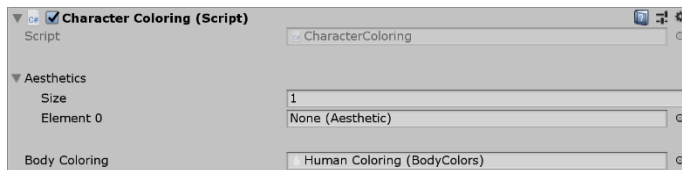
Primary: the primary color for this set of variables.

Secondary: the secondary color for this set of variables.

Tertiary: the tertiary color for this set of variables.

Additional: the additional color for this set of variables.
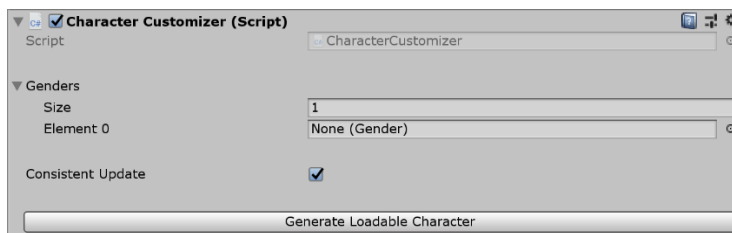
COMPONENTS

Character Coloring

Controls the coloring aspects of the customizer. Attatch with a Character Customizer script.

Aesthetics: Reference all the aesthetics used by this customizer.

Body Coloring: The "Body Colors" data used by this customizer.
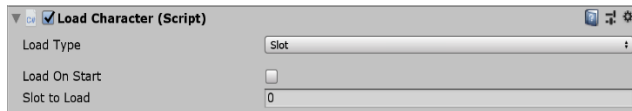
Character Customizer

Base script for all of the customization in Tailor.

Genders: References the genders this customizer uses.

Consistent Update: If true, this customizer will update every frame. If false, it will wait until it is called from an external source.

Generate Loadable Character: Creates a new version of the customizer that can be used for easy loading.

Load Character

Controls loading while using a dynamic character / customizer.
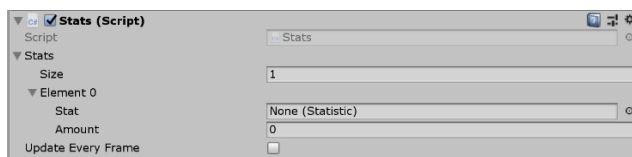
Load Type: The style of loading you want to use.

> **Slot:** Load from a selected save slot
>
> **Random:** Load a random character from the variables on this customizer.
>
> **Variables:** Load from a set of saved variables

Load on Start: Should the load method be called on start?
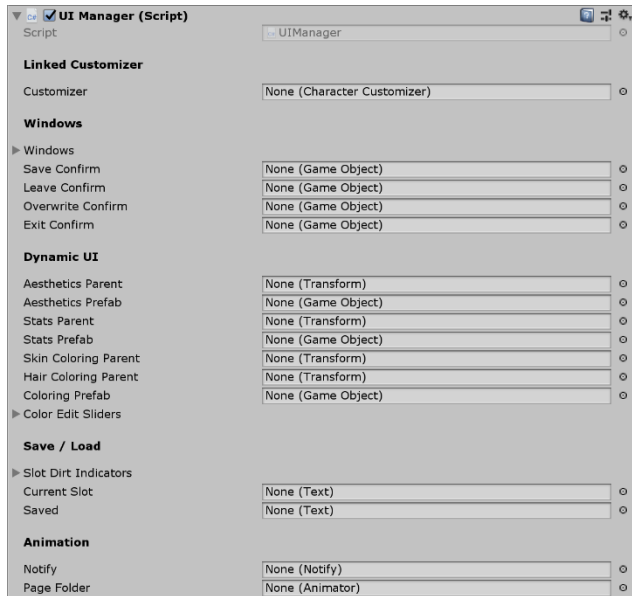
Stats

Controls statistics used by the customizer.

Stat: The reference to the stat used.

Amount: The total amount of this stat.

Update Every Frame: If true, this customizer will update every frame. If false, it will wait until it is called from an external source.

UI Manager

Controls all of the UI systems for Tailor customizers.

Customizer: Sets the customizer that this UI works with. If none it will find the last active customizer.

Windows: Set the windows used by the system.

Save Confirm: Save confirmation.

Leave Confirm: Leave confirmation.

Overwrite Confirm: Overwrite confirmation.

Exit Confirm: Exit confirmation.

Aesthetics Parent: The parent for all of the aesthetic UI objects.

Aesthetic Prefab: The aesthetic UI object.

Stats Parent: The parent for all of the stat UI objects.

Stats Prefab: The stat UI object.

Skin Color Parent: The parent for all of the skin color UI buttons.

Hair Color Parent: The parent for all of the hair color UI buttons.

Coloring Prefab: The prefab for all of the coloring buttons.

Color Edit Sliders: The sliders that change the hue of the colors in the customizer.

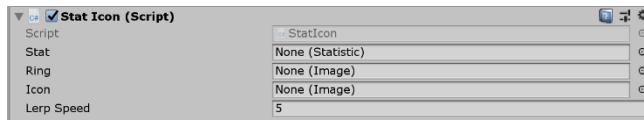**Slot Dirt Indicators:** Images that indicate if a slot has data saved in it.

Current Slot: The text that denotes the current slot.

Saved: The text that denotes whether or not the current data is saved.

Notify: The notifications manager for this UI.

Page Folder: The parent object for all of the windows.

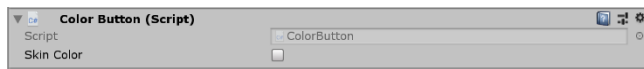# Stat Icon

Controls the display of stats. Used by the UI manager.

Stat: The reference to the stat used.

Ring: The ring that displays the amount.

Icon: The icon to change to the stat's icon.

Lerp Speed: The speed at which the ring fill amount will lerp to the stat amount.
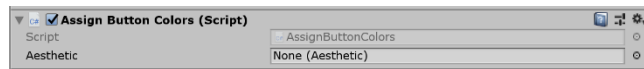
Color Button

Editor utility that helps display and use coloring buttons.

Skin Color: Controls whether this references skin colors or hair colors.

Assign Button Colors

Editor utility that helps display and use Aeesthetic buttons.

Aesthetic: The aesthetic this references.