



Manual Ver 1.0

Thank you for purchasing Cubits Dogos

In this document you will find everything you need to know about this package, how to use it and tricks to make your game more optimized. If you have any questions, inquiries or comments please send me an email.

You are encouraged to read this manual to understand how Cubits Dogos works, however, if you want to jump right into it please check out this super quick 3 minute video to familiarize yourself with the package contents and functionality.

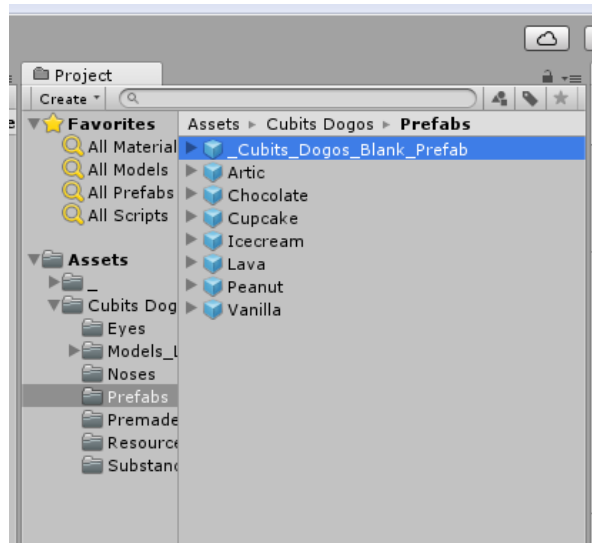
[YouTube Video Demo](#)

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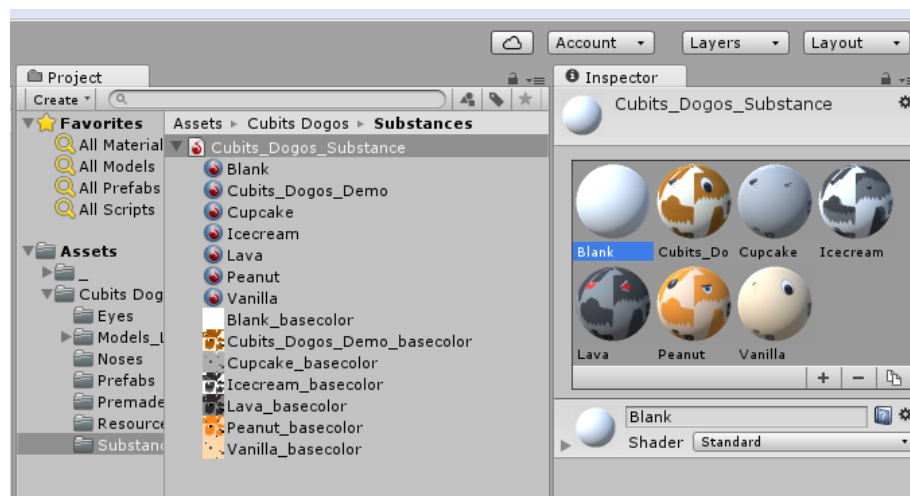
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Quick Start – Make your own character in seconds

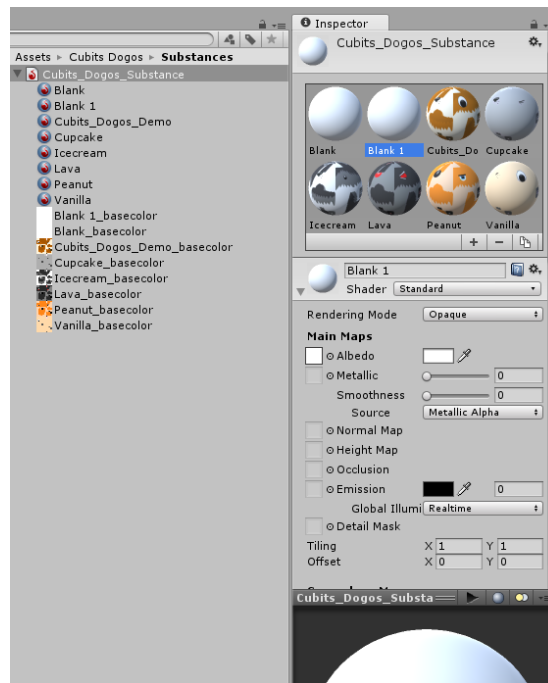
1. Drag the prefab “_Cubits_Dogos_Blank_Prefab” from the Prefabs folder into your scene to start modifying it.



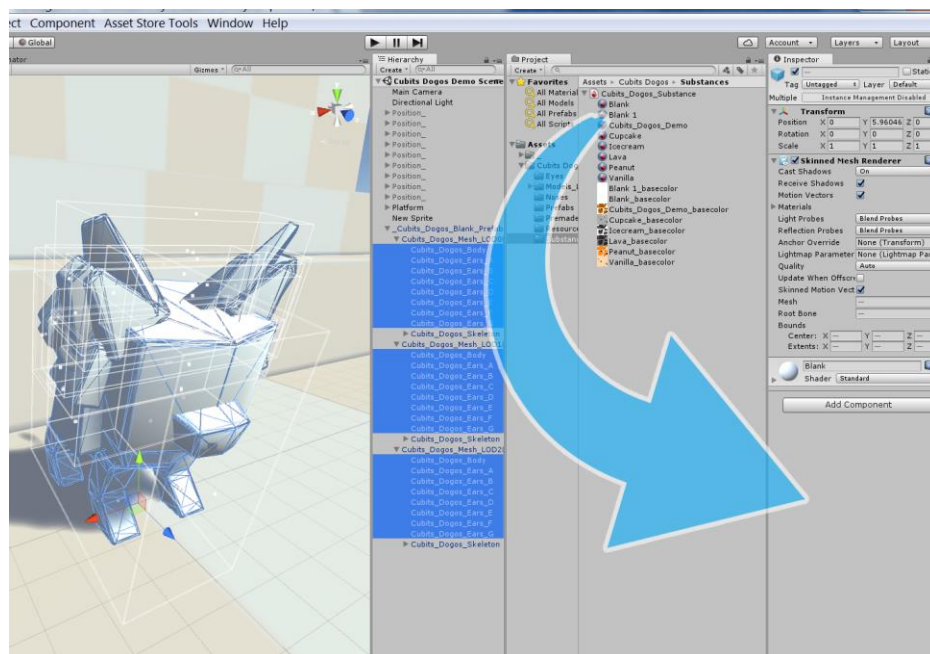
2. Find the “Cubits_Dogos_Substance” substance file inside the Substances folder and click on the little arrow to expand it.



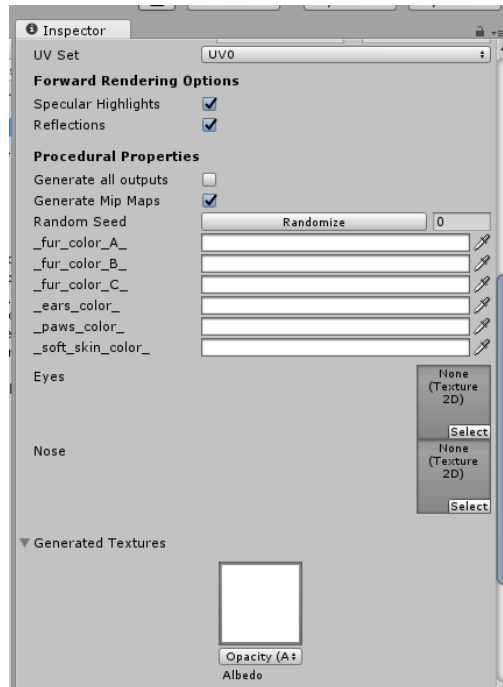
3. Select the “Blank” substance from the list of available substances and click on the copy icon (The one with two paper sheets icon next to the minus button). You will now have a copy of the substance called “Blank 1”. You can rename it if you want.



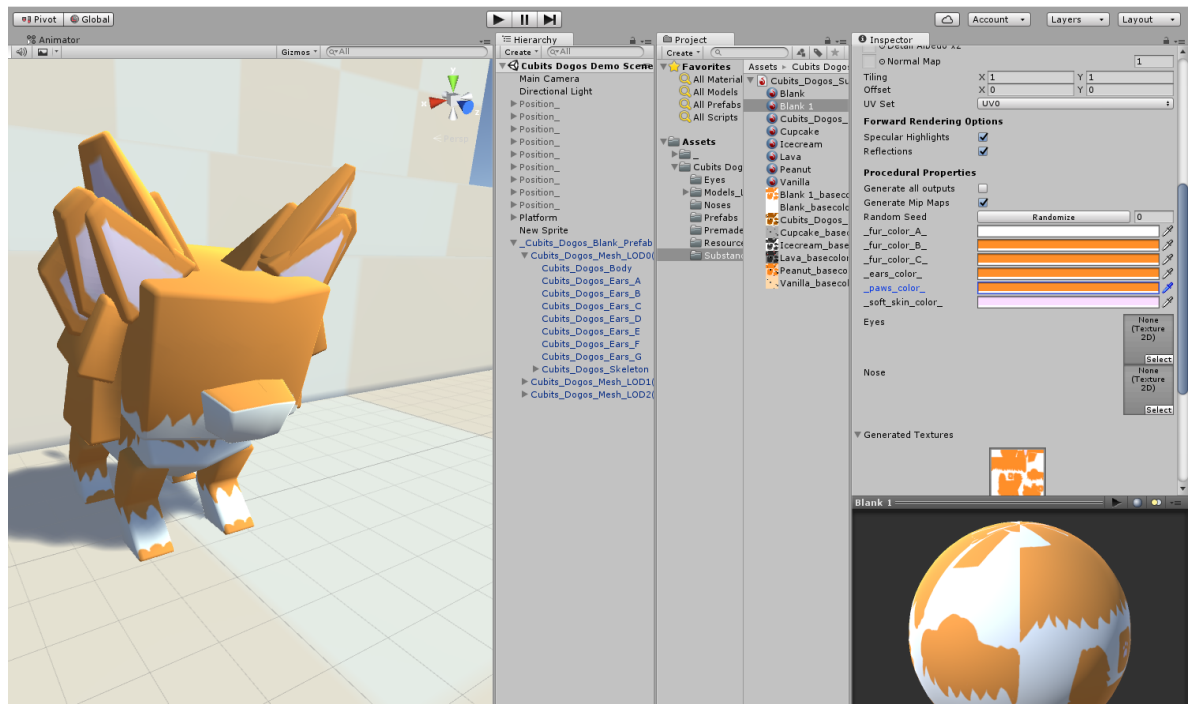
4. Drag your newly created substance from the project window and drop it into the meshes inside your prefab shown in the image (Each mesh is separate because it has 3 LODs and different ears to choose from)



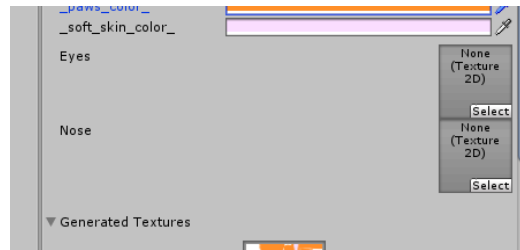
5. In the inspector window, scroll down to until you see the Procedural Properties color selection.



- Use the color pickers to select the colors for your Cubits Dogs. There are 3 different fur colors to pick as well as paws, ears and soft skin color pickers. With all these combinations you can get many different looks.



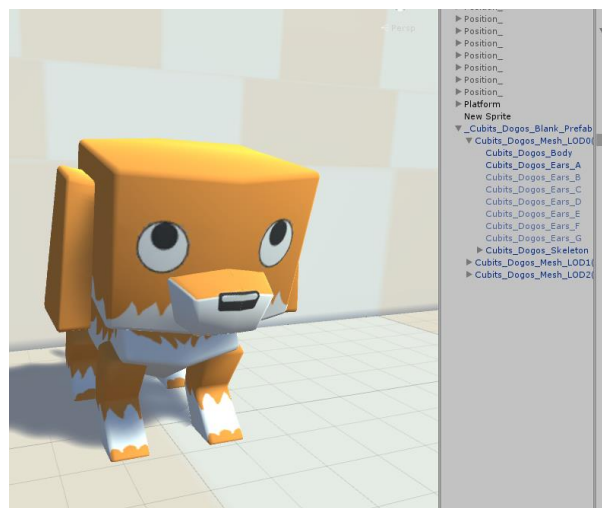
7. The next step is to select the eyes and nose textures for our character. This package comes with different eyes and mouth textures. Click on the select button on the Eyes texture field to open up a floating window for selecting a 2D Texture. Here you can select from the list of all the textures inside your project.



8. Repeat the same process for the nose texture field, but in this case chose the texture.

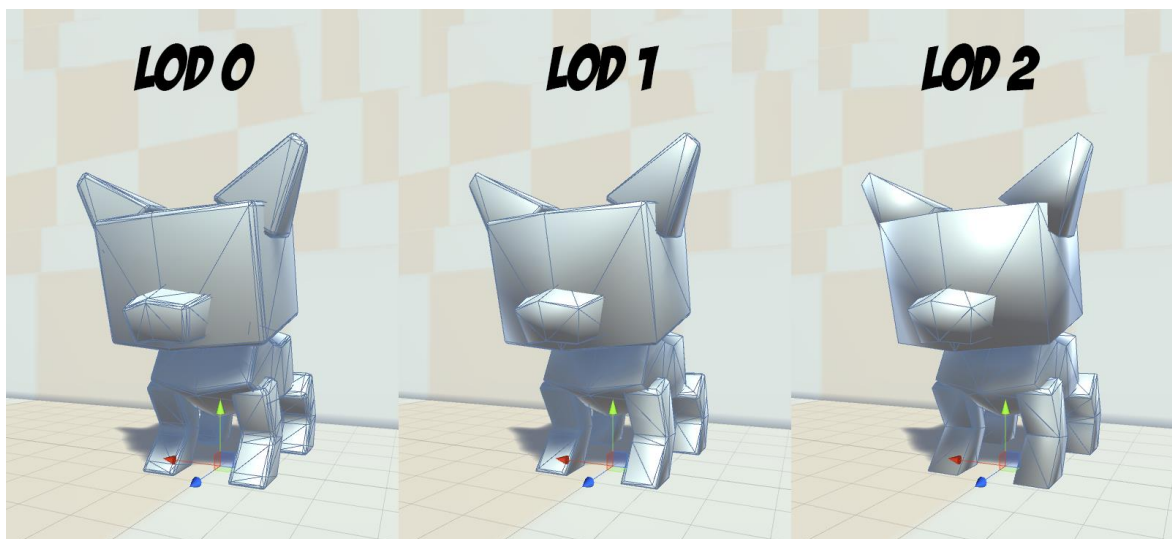


9. The last step is to choose the ears you want your Dogo to have. Hide the other ones and your model is ready to be in your game. Remember if you are using LODs make sure to apply the substance to each piece and hide the unused ears on each level.



LOD – Levels of Detail

LOD or Level of Detail in Games refers to the amount of geometry (Polygon count) that each mesh has. In games is common to have many levels of detail to keep the game running smooth. The Cubits Low Poly Character Maker comes with 3 different LODs to help you improve the performance of your game.

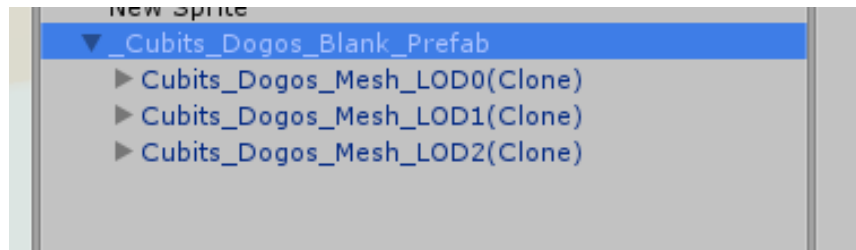


By default, each prefab inside the Prefabs folder is already setup to contain these LODs but you can use any model that works best for you. Take a look at the Blank Prefab. If you place this prefab on your scene you will see a border around it with the LOD depending on how far the camera is from the character. As you zoom in and out and the character decreases in size; the LOD changes to reduce polygons and become more optimal until its so far away from the camera that it disappears.

If you decide to use the LODs that come with this package, make sure to apply the Substance to every LOD model inside your prefab. Otherwise you will notice texture errors as the camera zooms in and out.

To make sure to add your Substance to each LOD expand the Prefab to see its contents.

You should see something like this:



Expand each LOD To reveal the Meshes inside of them.



The objects named Cubits_Dogos_Body, ears (from A to G) are the ones that need to have the Substance applied, so make sure each one of them has it. The easiest way to test this out is to zoom in and out and see the behavior of your character. If at some point the character changes to a blank texture or a different one then that LOD has a different Substance applied. Just add the one you need as you would apply any other material.

Package Contents

Cubits Low Poly Character Maker #1 comes with everything you need to start creating cute low poly characters. With hundreds of possible combinations this package is a great way to start populating your game with funny characters. Next is a list of the folders and game objects contained in this package.

Models_(LODs)

This folder contains the main Character Model and 2 LOD models. For more information on LODs please go to the [LOD](#) section of this Document. The Models come with 5 simple animations to test out the characters, Idle, Walk, Run, Jump and Barking animations.

Prefabs

By default this package comes with 10 Pre made characters to get you up and running as well as one Blank prefab to start playing with the features and start making your own characters.

Resources

This folder contains a Demo Scene, a simple Animator Controller to test the character animations as well as some materials and textures used on the Demo Scene.

Substances

This folder contains the Substance needed to make all the textures that you need.

Textures

This folder contains the textures needed to add the eyes and mouth to your character. This version comes with different textures for the eyes as well as textures for the nose. Have fun mixing and matching to make crazy characters.

Contact

Thanks again for purchasing Cubits Dogos. I hope you find this package helpful and make great games with it. This manual is a very quick and simple guide to help you getting started.

If you have any questions, suggestions or comments please send me an email and I will gladly answer as soon as possible. If you liked this package don't forget to check out my Unity Asset Store Profile page where you can find more assets.

I'm also working on new Cubits character packs and updates.

Thank you !!!

If you liked Cubits Dogos please check out the other members of the Cubits Family:

[Cubits Character Maker #1 \(Male characters\)](#)

[Cubits Character Maker #2 \(Female characters\)](#)

[More Affordable Assets for Game Developers](#)

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