# How to Attach an Armor Set to a Character

Option 1 – Manual Setup

- Drag and drop the **SM_StylizedMale_Base** or **SM_StylizedFemale_Base** prefab into the scene.
- Right-click the prefab and choose **Prefab > Unpack**.
- Drag and drop the desired **Armor prefab** (e.g., **SM_Ranger_Male**) into the scene.

- In your character's hierarchy, duplicate the meshes with clothes (e.g., **SM_ModularMale_Shoes_01** or **SM_ModularFemale_Shoes_01**) and create the same number of duplicates as there are meshes in the Armor prefab.
- Rename the duplicated meshes in the character so that they match the mesh names in the Armor prefab.
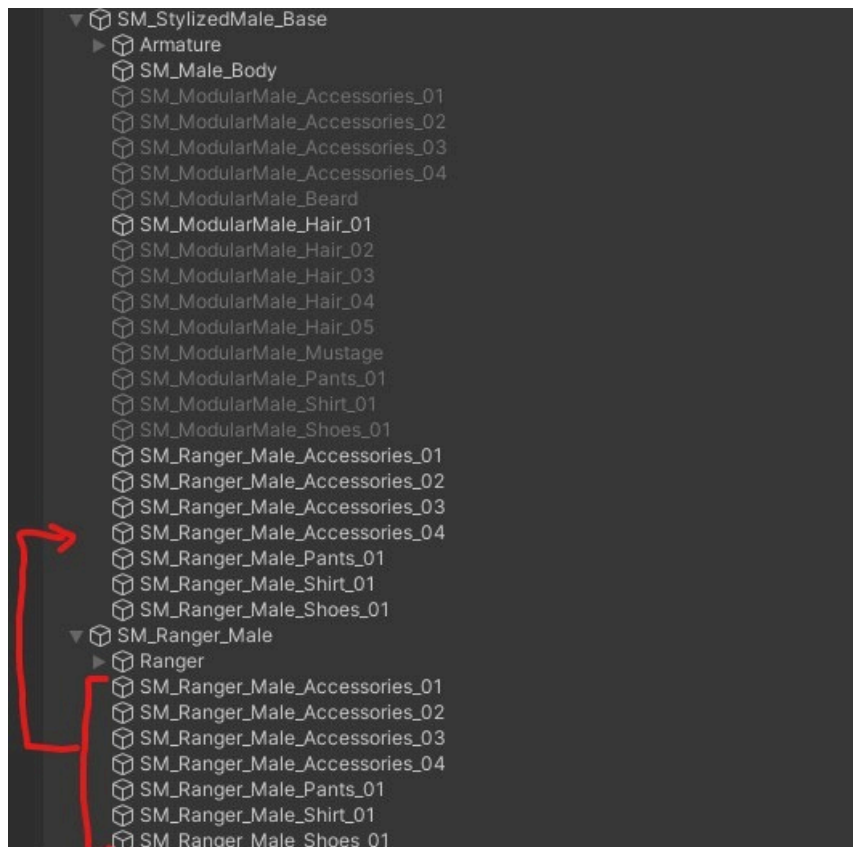
- For each duplicated mesh, open the **Skinned Mesh Renderer** component and, in the **Mesh** field, drag and drop the corresponding mesh.
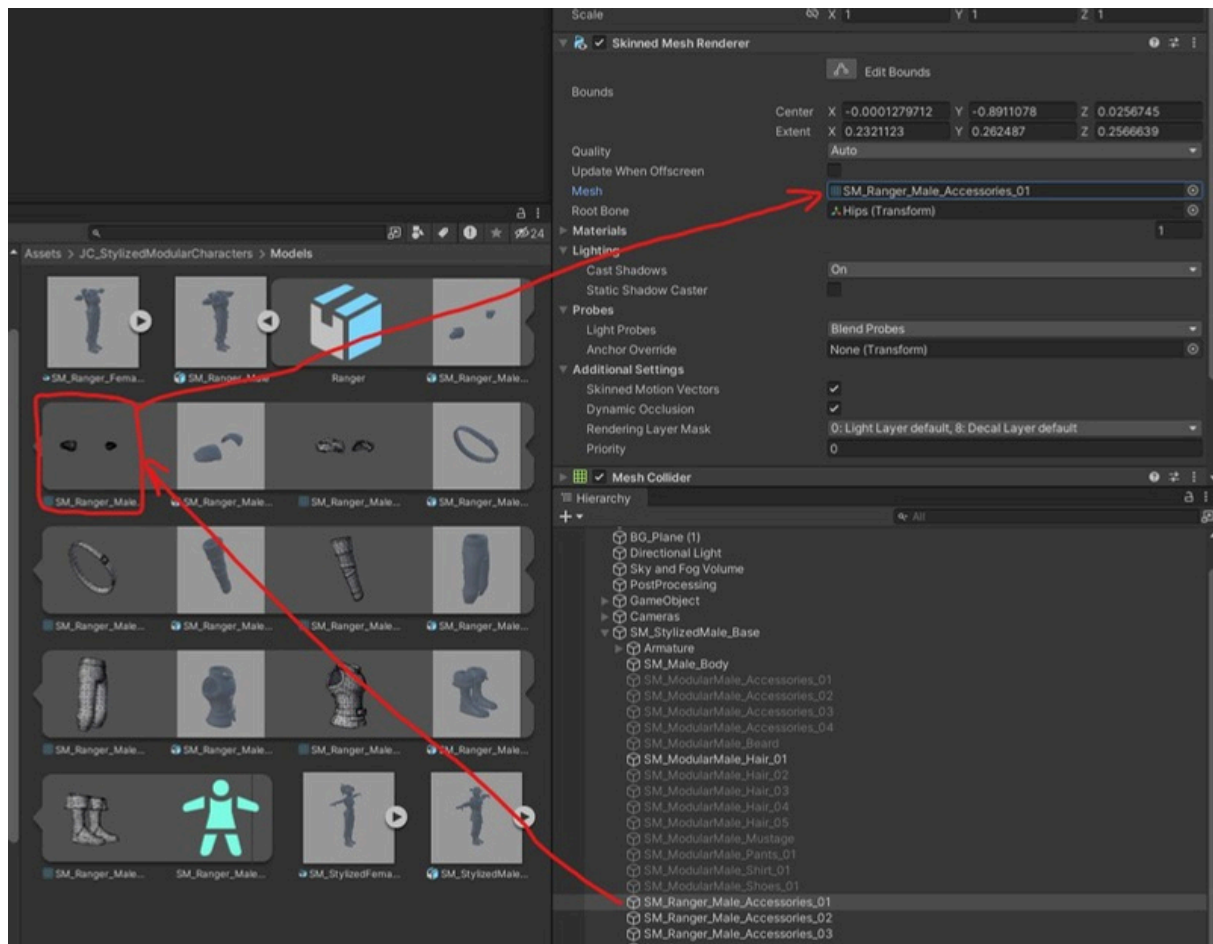

- Apply the materials to the armor (Armor > Materials).

## Option 2 – Using Skinned Mesh Transfer

- Import the Skinned Mesh Transfer asset into your project:
  Skinned Mesh Transfer on Asset Store
- Drag and drop both the Character prefab and the Armor prefab into the scene.

- Right-click each prefab and choose Prefab > Unpack.
- In the character's hierarchy, create an empty GameObject and name it as you wish (for example, the armor name such as Ranger).
- Open the tool - BLINK > Skinned Mesh Transfer.
- Drag and drop all armor parts from the Armor prefab into the Skinned Mesh Renderers List field.
- Assign the Character Armature Hips to the New Armature field.
- Assign the empty GameObject from step 4 to the New Parent field.
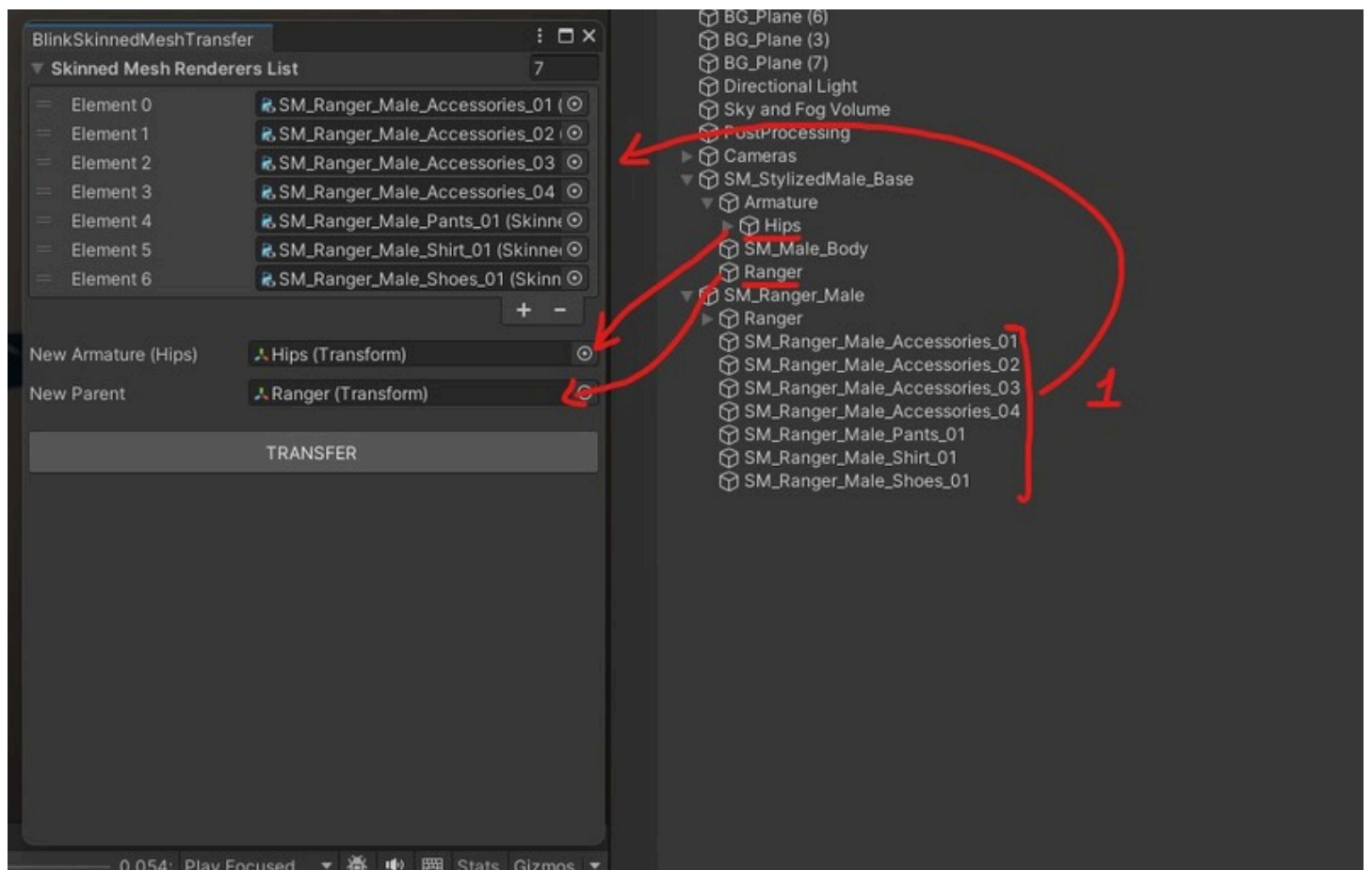
- Click TRANSFER.
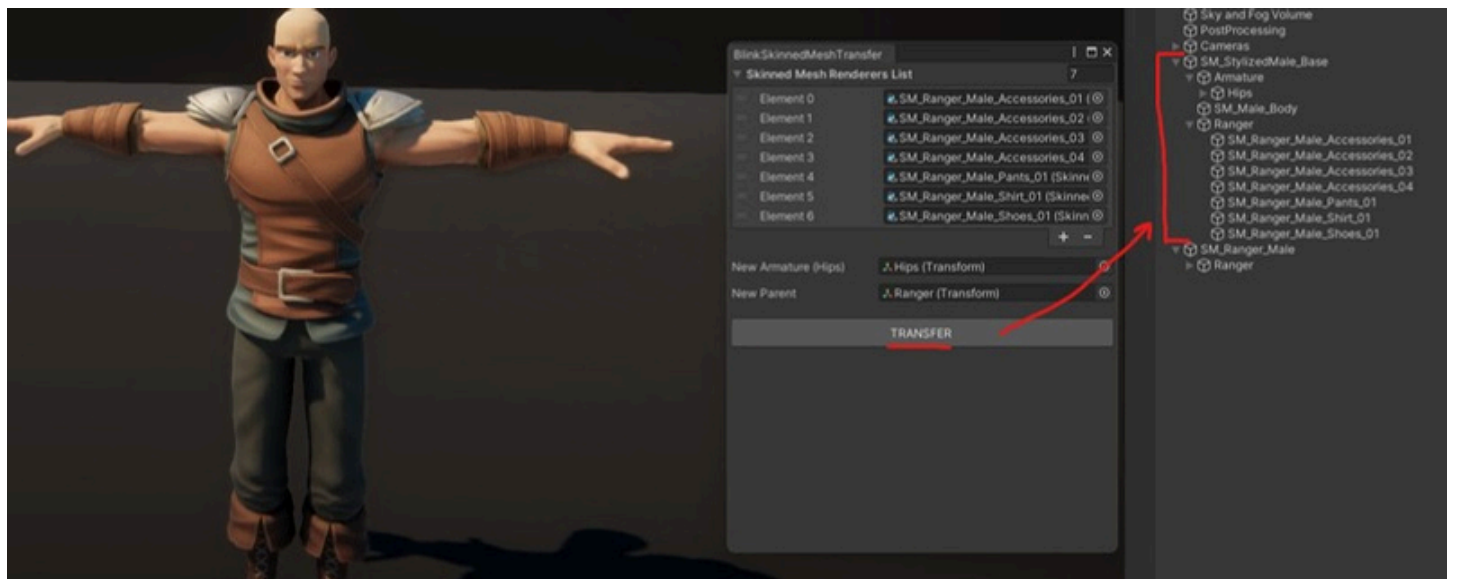
- Done – the armor is now attached to your character.