



# Polygonal Fantasy Pack

A tutorial by Meshtint Studio

# Meshtint Studio

Website: [www.meshtint.com](http://www.meshtint.com)

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

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Facebook: <https://www.facebook.com/MeshTint/>

Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



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CUSTOMIZABLE

**LITTLE HEROES MEGA PACK**

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES

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VERSION 1.4

**FOREST CREATURES PACK**

✓ Unity Package Included    ✓ Colour variation  
✓ Generic Mecanim & Legacy rig set up    ✓ Rigged & animated



POLYGONAL SERIES  
**FANTASY PACK**

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OSIMP SERIES

**CHARACTER CREATOR**

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**Galaxy Robots Pack 01**

✓ FX Unity Particles included    ✓ 3 colours each  
✓ Generic Mecanim & Legacy rig    ✓ Rigged & animated



You will require Unity to use this pack. You can download Unity here:

<https://unity3d.com/get-unity/download>



# Important

The demo scenes in the package require the following free assets. Please download and import them into your project.

- Post Processing Stack
- Cinemachine
- Unity's Standard assets > Character



# Post Processing Stack

Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here:

<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>



# Cinemachine

Cinemachine is unified procedural camera system for in-game cameras, cinematics and cutscenes, film pre-visualization and virtual cinematography eSports solutions.

NOTE: The latest Cinemachine is available via the Package Manager from Unity 2018.2+. This version here on the Asset Store is not the most recent, it doesn't have the newest features and will eventually be removed.

You can download here:

<https://assetstore.unity.com/packages/essentials/cinemachine-79898>



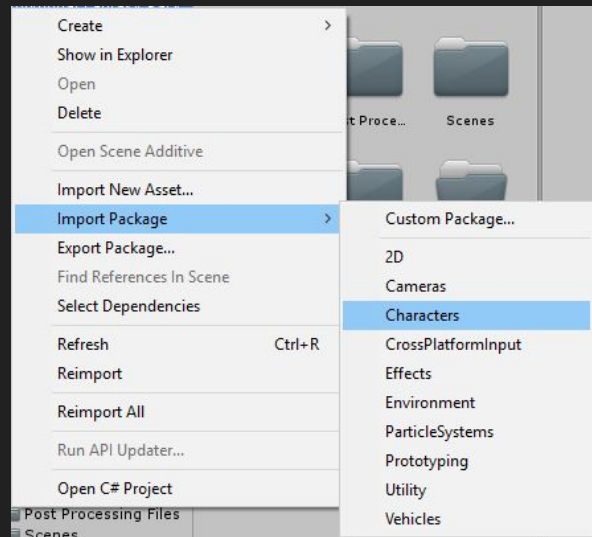
# Third Person Character Controller

This collection of assets, scripts, and example scenes can be used to kickstart your Unity learning or be used as the basis for your own projects.

You will probably already have the standard assets when you installed Unity. You can import Third Person Character Controller by right click > import package > characters. See image on the right.

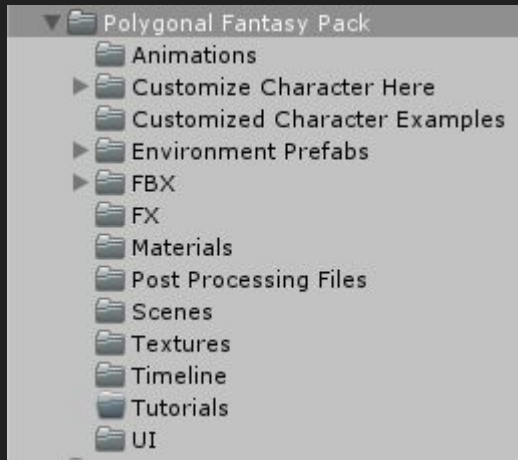
You can download here:

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>



# Folder Introduction

1. Animations - You will find all the animation files in this folder. Note that no character animation is provided in this package.
2. Customize Character here - You can start customizing your character here.
3. Customized Character Examples - You can find Customized Character Examples here.
4. Environment Prefabs - You can create your own game environment with these prefabs.
5. FBX - All the fbx files are located here.
6. FX - You can find Unity's particle effects here.
7. Materials - All the material files are located here.
8. Post Processing Files - Post Processing files are located here.
9. Scenes - You can find the demo and examples scenes here.
10. Textures - Texture files are located here.
11. Timeline - Cinemachine timeline for the demo videos are here.
12. Tutorials - See tutorials here.
13. UI - UI for the demo scenes.



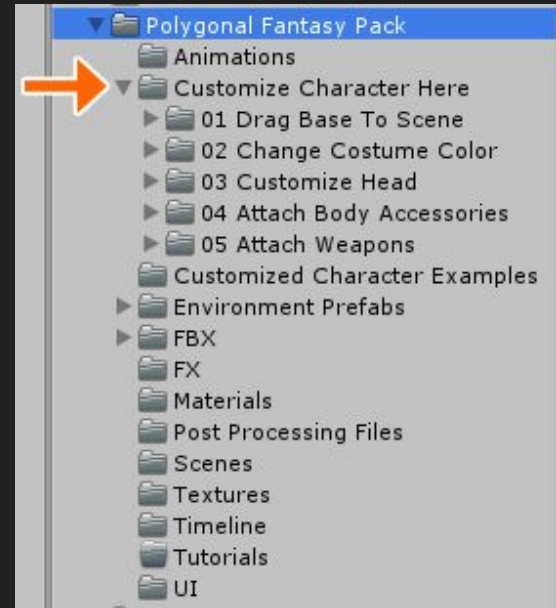




Customize characters  
Let's get started!

# 'Customize Character Here' folder

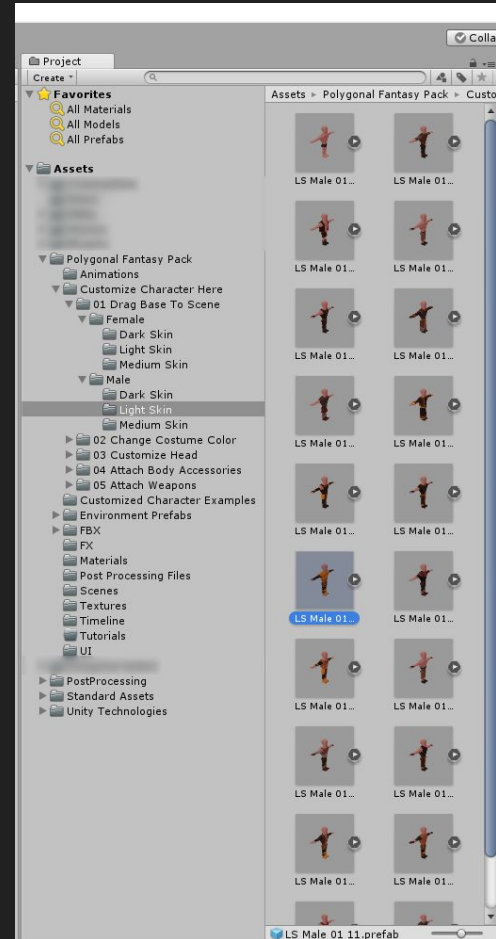
- Locate the 'Customize Character Here' folder and expand it. You will only use the assets in this folder when you customize your character.
- If you know how to code, you simplify the process by using coding to create a system. Note that no script is included in this package.



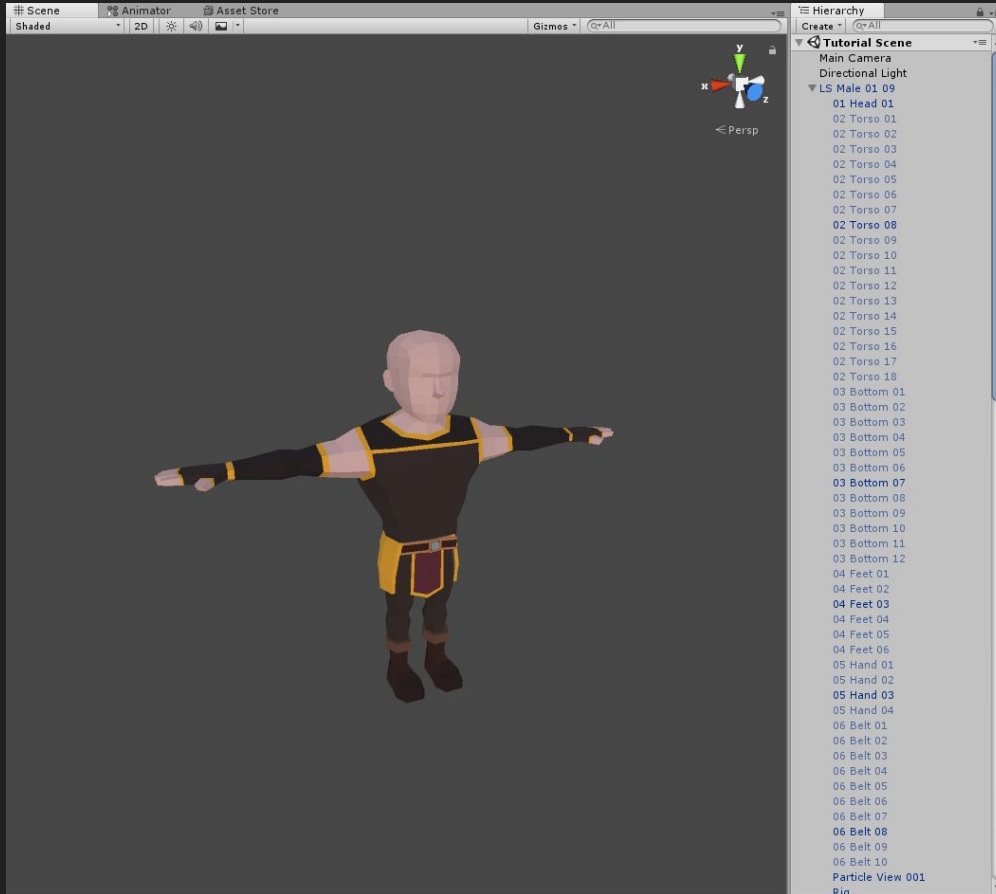
# 1) Drag Base to Scene



- Choose and drag any base to the scene. There are 2 genders (Male and Female) and 3 skin color variations (Light, Medium, Dark).
- The bases are characters in different costumes. For eg, if i am going to create a mage, i will probably choose a costume like robe which is closer to what I have in mind as a starting base.



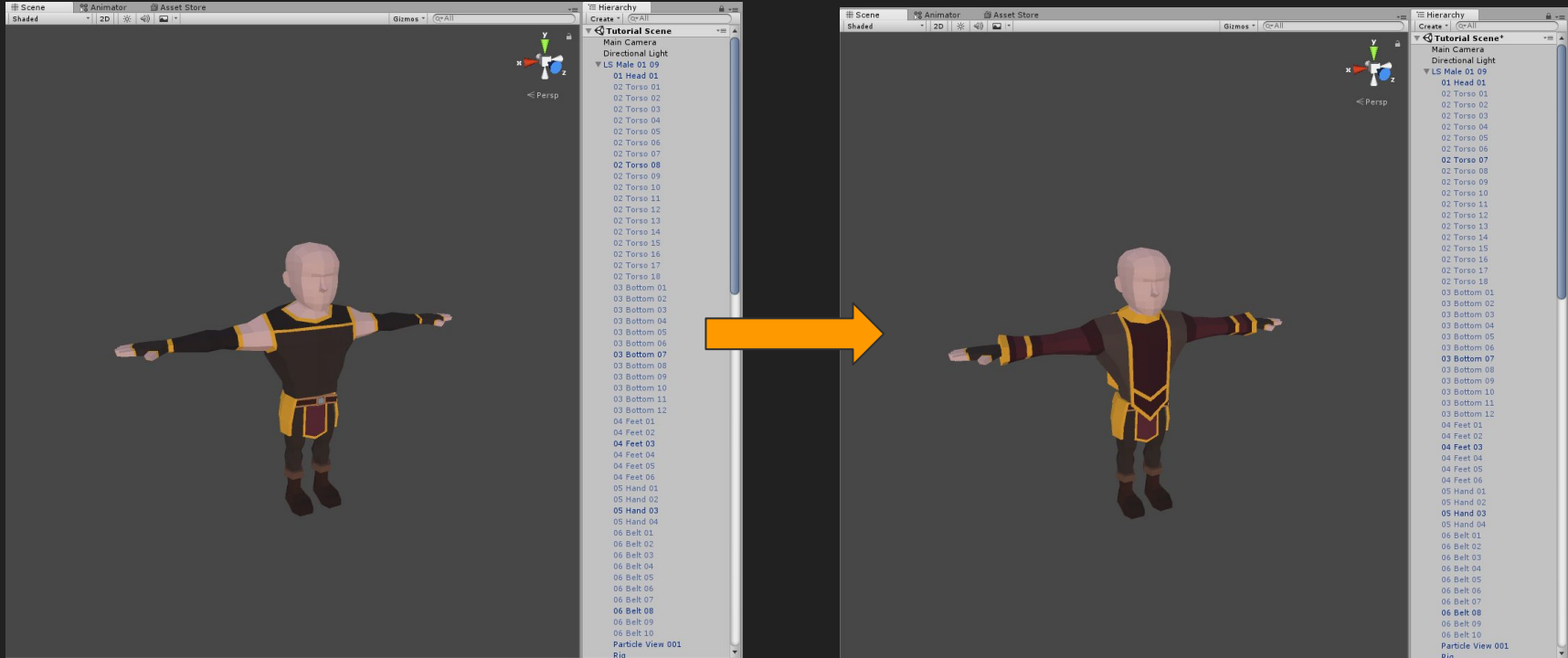
# 1) Drag Base to Scene



- If you expand the base in the hierarchy, you will see a lot of hidden/disabled objects. They are actually all the costume meshes available for the male/female character.
- Tips: Press Alt and right click onto the game object to expand fully.



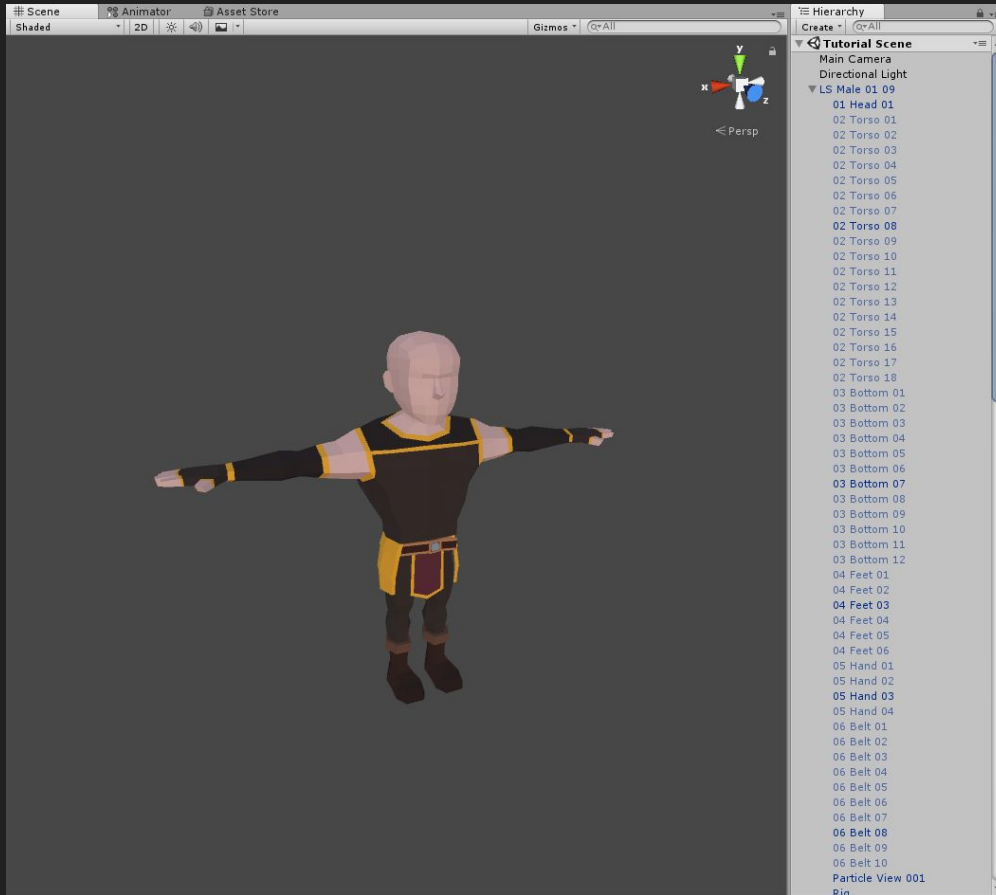
# 1) Drag Base to Scene



In the 2 images above, I have disabled Torso 08 and then enabled Torso 07. As you can see, the torso costume is changed. So in other words, you can always change the costumes of the character at anytime you want. The base is just an easier starting point for you to customize your character.



# 1) Drag Base to Scene



- The characters are 'cut' into 6 different parts. They are head, torso, bottom, feet, hand and belt.
- Feel free to enable/disable them to get a different looking character.
- Tips: Click on the game object and Press Alt + Shift + A to enable/disable them.
- Do note that you should never enable 2 of the same body parts in the character.
- Tips: If you know how to code, you can set the customization process with codes!



## 2) Change Costume Color



- Drag and drop the material in the 'Change Costume Color' folder to any parts of character. The materials can be used on any parts of the body.
- If you have a light skin base character, you should drag the material from the light skin folder.
- It's ok if you want to change the skin color at this point too. Just drag the material from any of the Light -> Dark Skin folders and drop it onto the body parts that has skin.



## 2) Change Costume Color



Torso with 'LS Grey Silver'



Torso with 'LS Grey Gold'

- There are 7 color variations provided for the costumes. Each color comes with a silver and gold version. Therefore you will see a total of 14 materials in each skin folder.
- Note that you may not see any differences when you assign silver/ gold version on some costumes because the costumes has no silver or gold design.



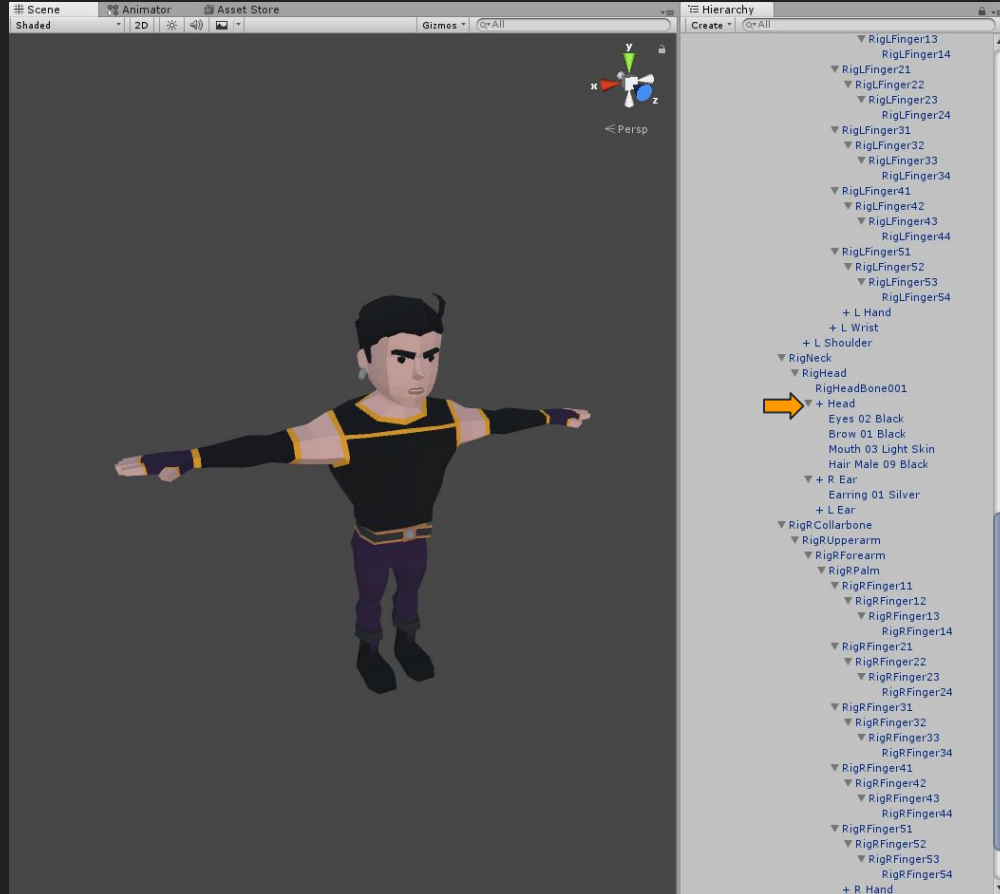


### 3) Customize Head

- Customising head is very easy. Just drag and drop the prefabs in the 'Customize Head' folder onto the attach points in the base/character. But what are attach points?
- Attach points are game objects that we have created and attached to the character's bone so that we can add accessories to the character easily.
- You will notice that we have stated which attach points you should attach these prefabs to on the folder name ( see image on the right). For example, you should attach female brows to +Head and Female Earrings to +R Ear and/or +L Ear.



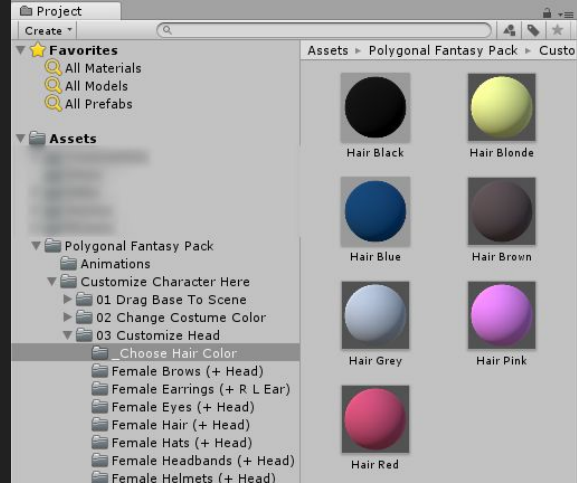
### 3) Customize Head



- If you expand the character's hierarchy, you will be able to find the attach points. All of them have a prefix '+'. You can also use the search function on the top of the hierarchy tab to find them easily.
- In the image on the left, you can see that I have attached most of the prefabs to the + Head attach point except for the earrings. I have attached the earrings to + R Ear.
- Note that if you attach the prefabs to the bone directly instead of the attach points, the prefabs will not be in the right position and orientation.



### 3) Customize Head



- Note that some of the helmets and hats come with hair mesh. The hair will be black by default. You can change the hair color by dragging the material from ‘\_Choose Hair Color’ folder to the hair mesh ( don’t forget to change the brows too!) in the scene.
- You can always create new hair color yourself by creating a new material.



[illegible]

-

## 4) Attach Weapons



- Attaching weapons is very similar to customising head and body accessories. Just drag and drop the prefabs to the attach points.
- All weapons(except arrow, it's a projectile) can be attached to male and female characters. They can be attached to left and/or right hand.





Great job! You have finished customising your first character! You can see some of the characters we have created in the 'Customized Character Samples' folder for reference!

# Character's Animations

- Now that you have created your character. How do you add animations to it? Polygonal Fantasy Pack's characters are humanoid mecanim ready. That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?
  - a. You can buy humanoid animations from the Unity asset store.
  - b. Create your own humanoid animations. Set it up as humanoid rig and share the animations with the characters.
  - c. Download animations from Maximo site here: <https://www.mixamo.com/>

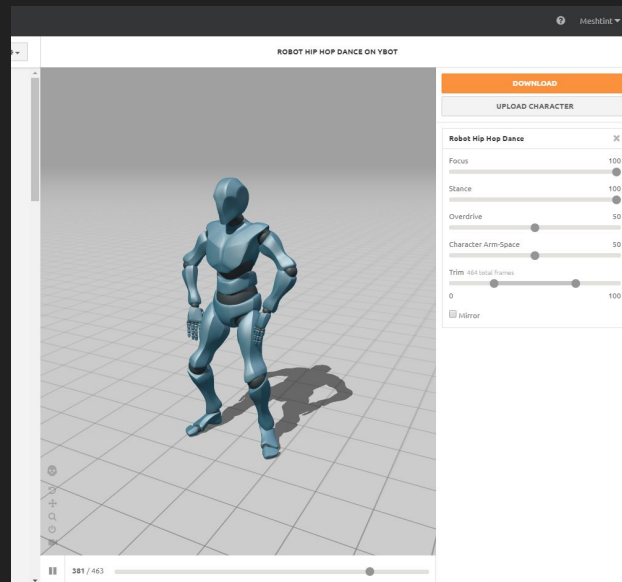


# Using Maximo Animations

- Using Maximo animations is easy. Simply go the site and download any animations you want.

**DOWNLOAD SETTINGS**

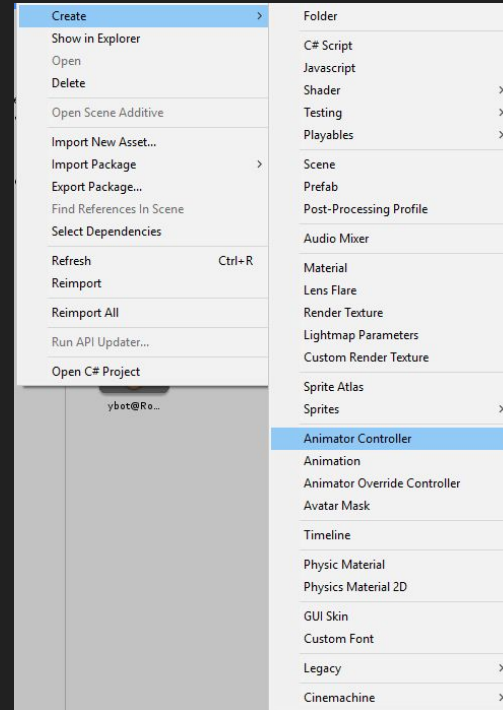
Format	Skin
<input type="text" value="FBX For Unity(.fbx)"/>	<input type="text" value="With Skin"/>
Frames per Second	Keyframe Reduction
<input type="text" value="30"/>	<input type="text" value="none"/>





# Using Maximo Animations

- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to your character



# Using Maximo Animations



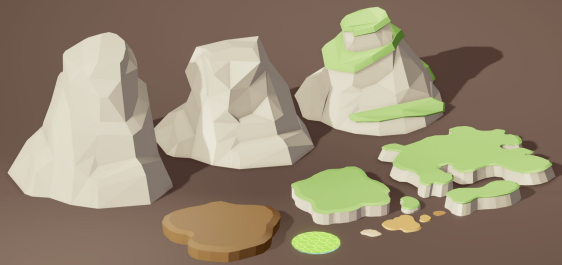
Done! Your character is now animated!





# Environment

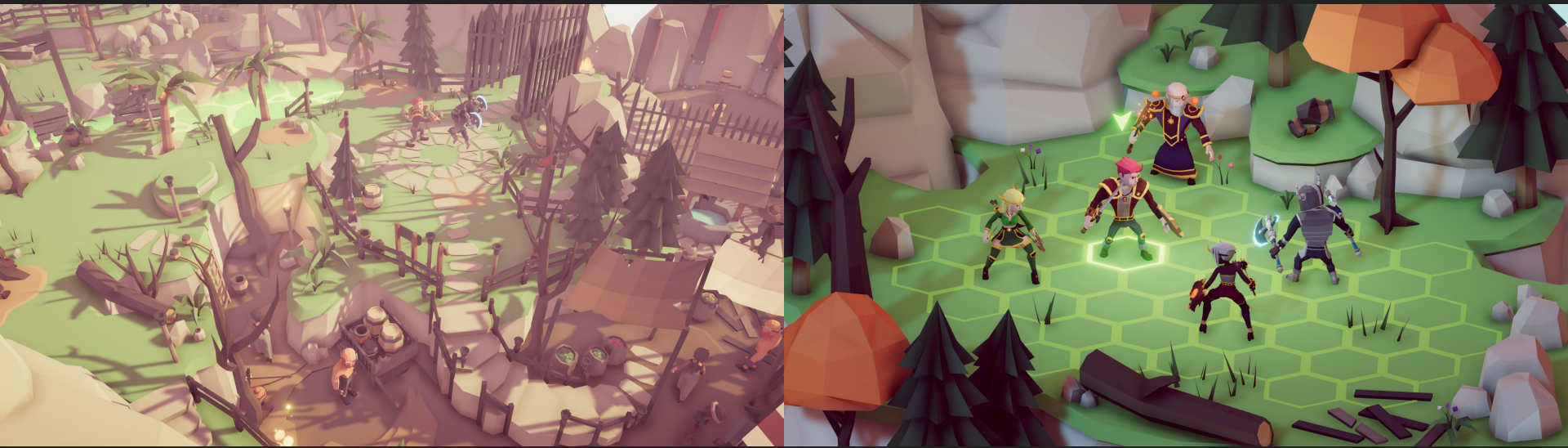
# Environment



- We have included some environment props for you to create an environment for your game! Just drag and drop them onto your game scene.
- Most of the environment asset are using the same material, so it's very optimized!



# Environment



Do check out the 2 environment sample scenes provided for inspiration!





# Check out other Polygonal Series assets!



POLYGONAL SERIES  
**ALIENS PACK**



POLYGONAL SERIES  
**CREATURES PACK**



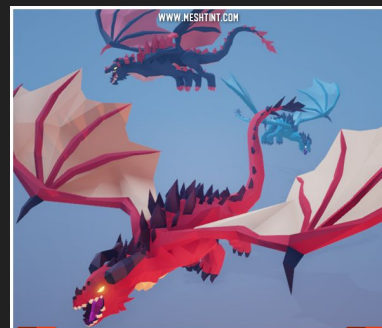
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Website: [www.meshtint.com](http://www.meshtint.com)

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>





 Thank you for your purchase!

