





CUSTOMIZE YOUR OWN ANIMATED CHARACTER



Mega Toon Series

A Guide by Meshtint Studio



Meshtint Studio



Website: www.meshtint.com

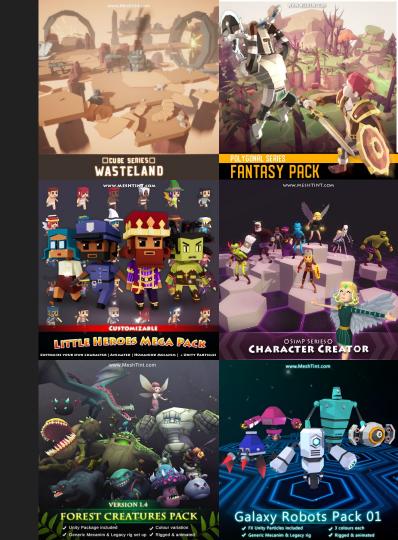
Unity Asset Store: https://assetstore.unity.com/publishers/3867

Email: info@meshtint.com

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

Twitter: https://twitter.com/Meshtint

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





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 Unity assets. Please download and import them into your project.

Post Processing Stack 2



Post Processing Stack 2

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 from the Unity Package Manager







If you are looking for more 3d models in a similar style, you can find them here.

Unity asset store: http://bit.ly/MSUnityMegaToon

Official store: https://www.meshtint.com/collections/mega-toon-series

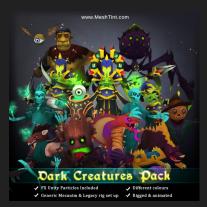
If you like this asset, do check out other assets in our store!

















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FAQ

- HOW TO ADJUST ANIMATION SPEED IN UNITY WITHOUT CODE
- HOW TO FIX FLOATING FEET WHEN USING MECANIM TO SHARE HUMANOID ANIMATIONS IN UNITY
- HOW TO ADD ROOT MOTION TO GENERIC SET UP PEA SHOOTER IN UNITY?
- See more tutorials here: https://www.meshtint.com/blogs/tutorials





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