

Replacing Characters.

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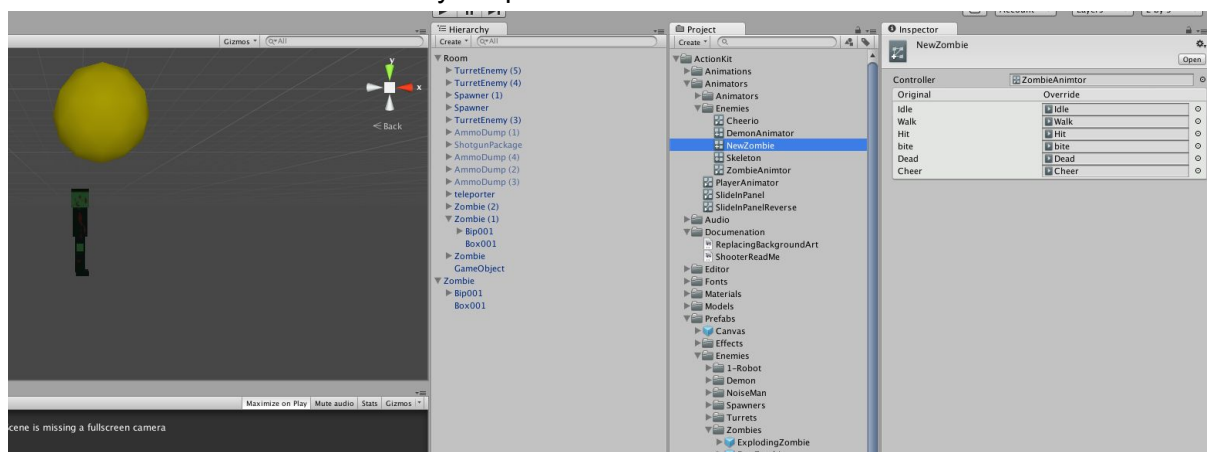
If you go to the folder ActionKit/Prefabs/Enemies/*

Let's start with the zombie.

You would simply replace the characters by dragging the prefab onto the hierarchy tab.

Create a new animation override controller and make it override the ZombieAnimtor controller, and simply set up the new animations.

- On the zombie there is an animator script, you want to change it to use the new controller, and set the avatar to the models aviator. Youll also want to make sure the animations match up the time, looping etc or you'll have to start playing around with the variables on the enemy scripts



- Add your own zombie model
- set it to an origin of 0,0,0
- Rotate the unit to make sure its facing the same way.
- Scale it up to be around the same size as the original model.
- Delete gameObjects Bip001, Box001.
- Hit Apply
- Run and test it, and it should work your zombies should be replaced, you would just have to do that for all your enemies as well as the player.

