

Readme!

Export info:

Unity Version: Unity 2019.2.5f1

FBX: Lewis.fbx

The model was exported from Blender 2.79

Model Part Head_B has Blend-shapes embedded for facial expressions.

Included Expressions:

Blink_Left

Blink_Right

Smile

Sad

Angry

Ashamed

Included Sounds:

A

E

O

Model Info:

The Character features separated meshes for different clothing, hairstyles and head designs. This allows customizations for the character.

Material Info:

By default model uses Unity's, Unlit Shader which doesn't allow shadows. In order to enable shadows please go to the materials folder, select and change the material from Unlit to Standard.

Removing Demo Files:

To make your project clean, you can delete "_DemoStuff" folder under "_CommonFiles" and remove the demo scenes. This won't cause any error in the project.

Troubleshooting:

- Set Blend Weights to "4 Bones" when using minimum quality. "2 Bones" and below will cause tearing in the mesh.
- For mobile environments, it is possible that the character's head may show through the hair and some part of the legs. If you see this happen, adjust the Main Camera's clipping plane. Start with Near plane 1, and Far near 60. Then find the most appropriate setting for your application.

Contact:

In case something doesn't work please message me on my e-mail or my facebook page. Links below.

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