



# Low Poly Character: Documentation

Created by PULSAR BYTES

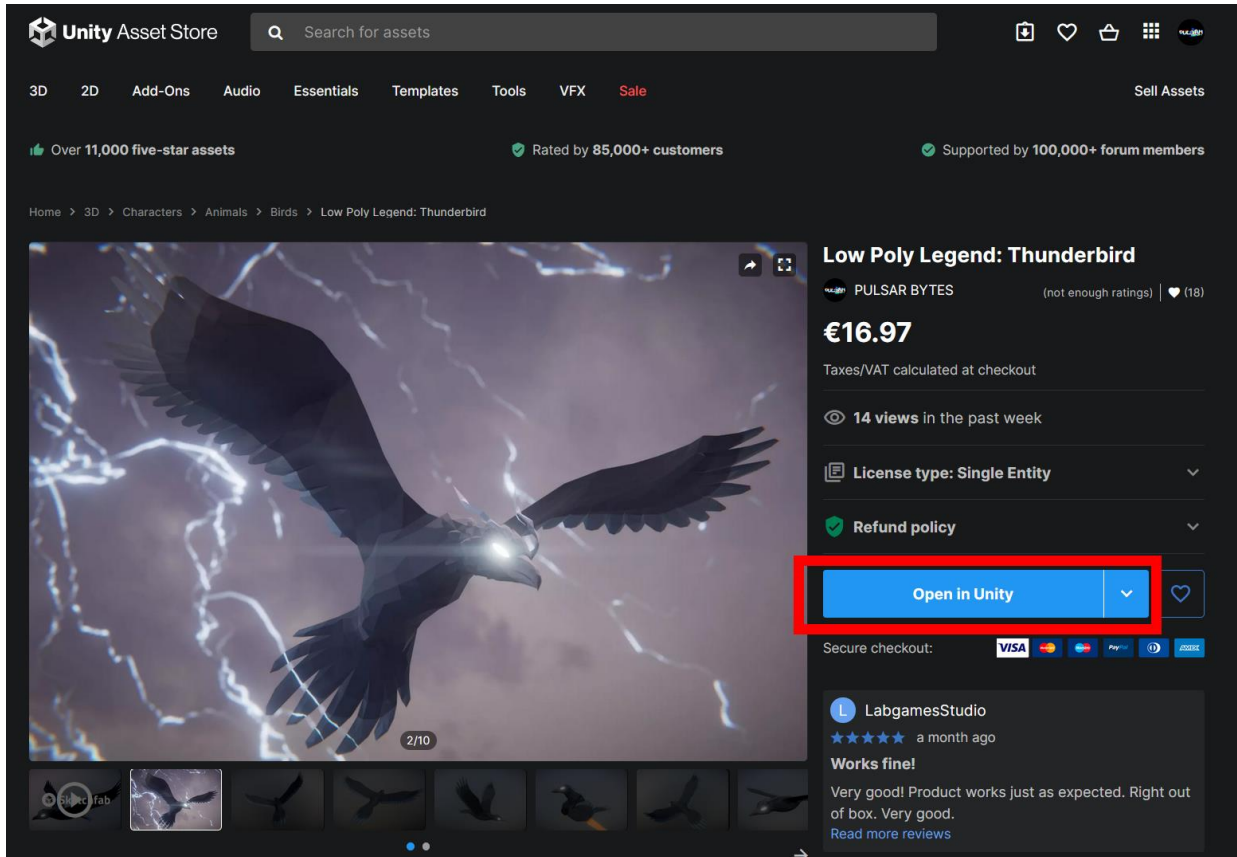
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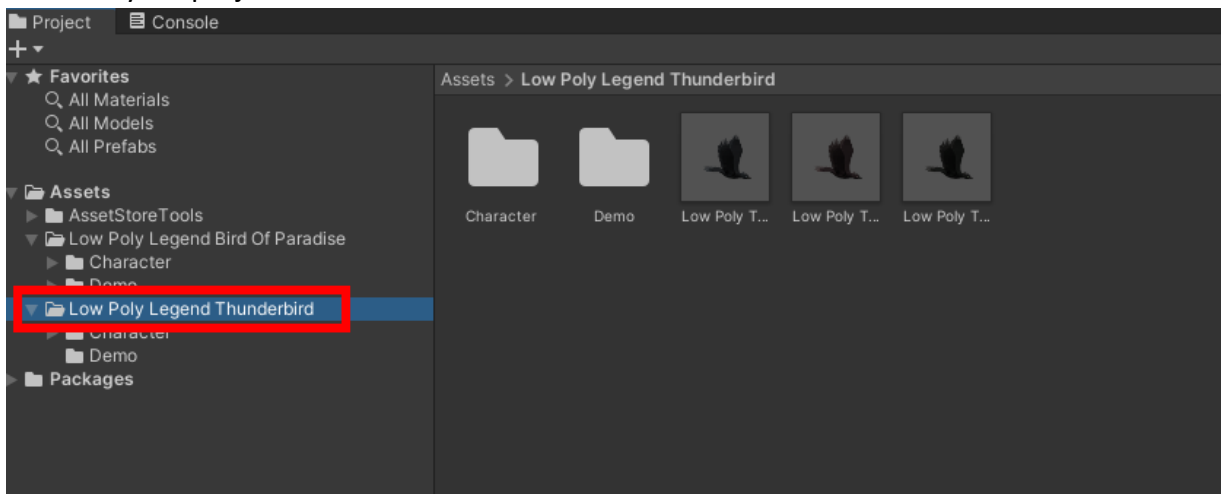
## 1. Getting Started

### 1.1. Import Files

After purchase you will be able to import the files via the import button into any preexisting project with a compatible engine version.

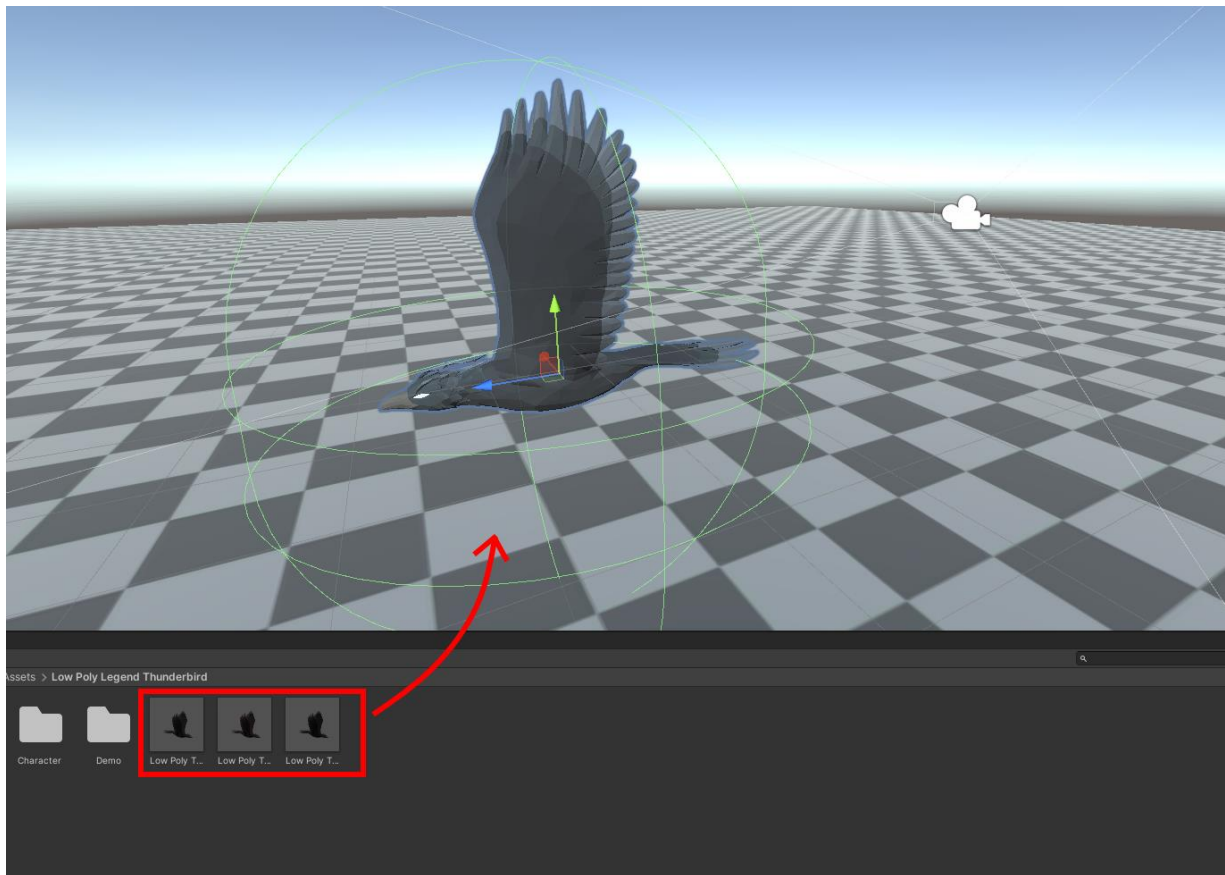


After importing there will be a new folder which contains all asset files inside of your asset folder of your project.



## 1.2. Add Character to Your Project

To add the character to your scene you can just drag and drop one of the prefabs into your 3d viewport. All characters created by pulsar bytes get shipped with a simple player controller so you can start prototyping right away!

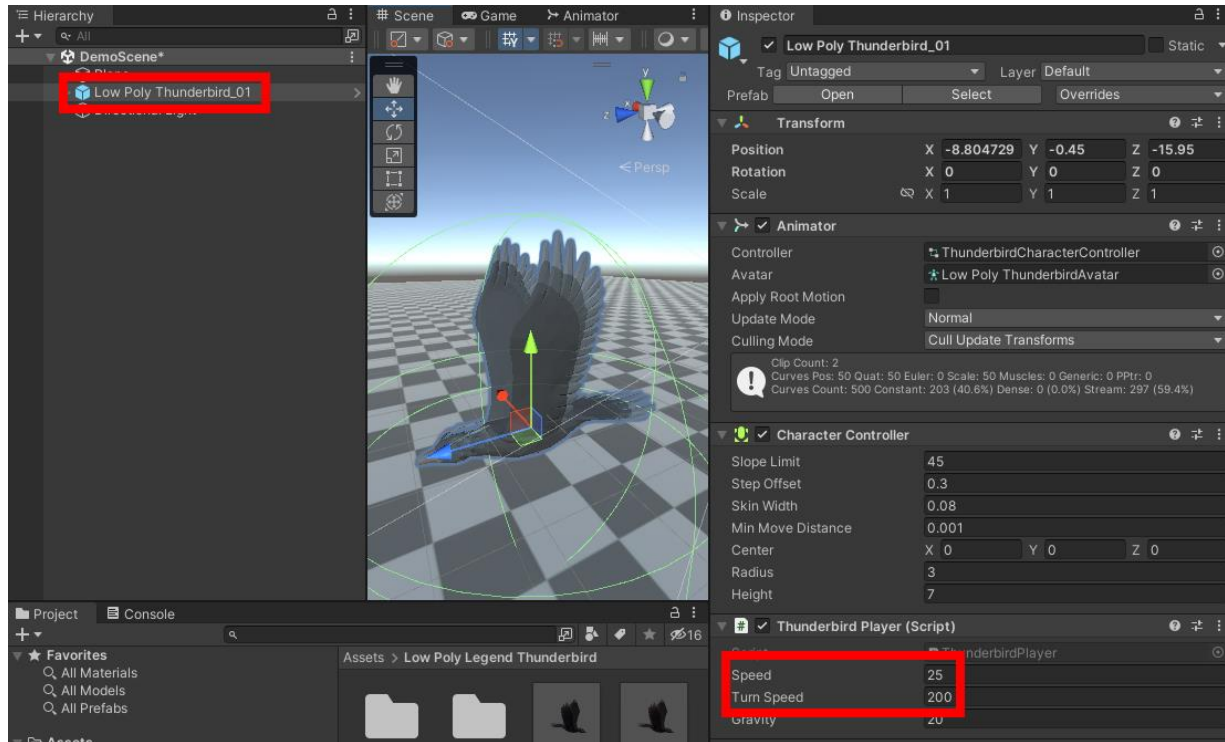


If you have not yet loaded any scene there is a demo scene included in the folder called *Demo* that you can use for testing purposes.

## 2. Customize the Character

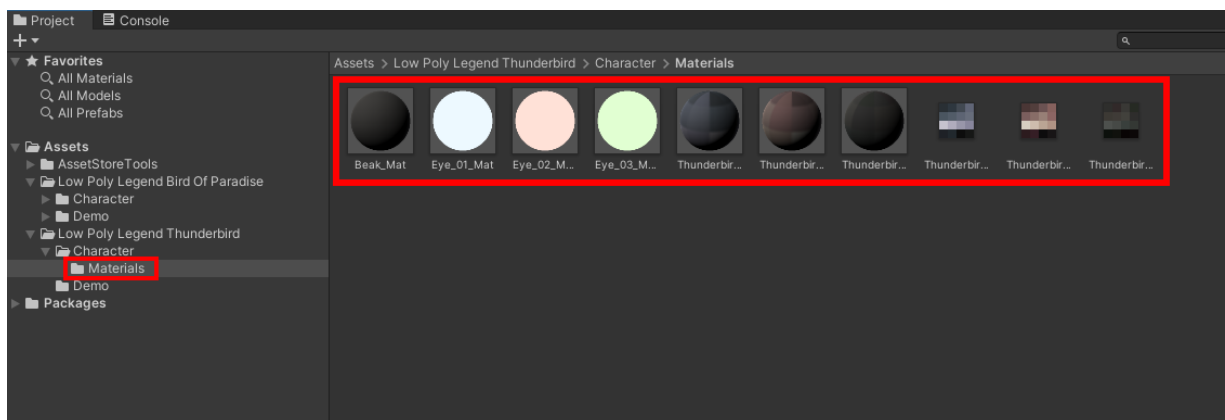
### 2.1. Movement Speed

To change the fly speed or the turn speed of your character first select the prefab of your character in the *Hierarchy*. In the *Inspector* you can now change speed and turn speed variables.



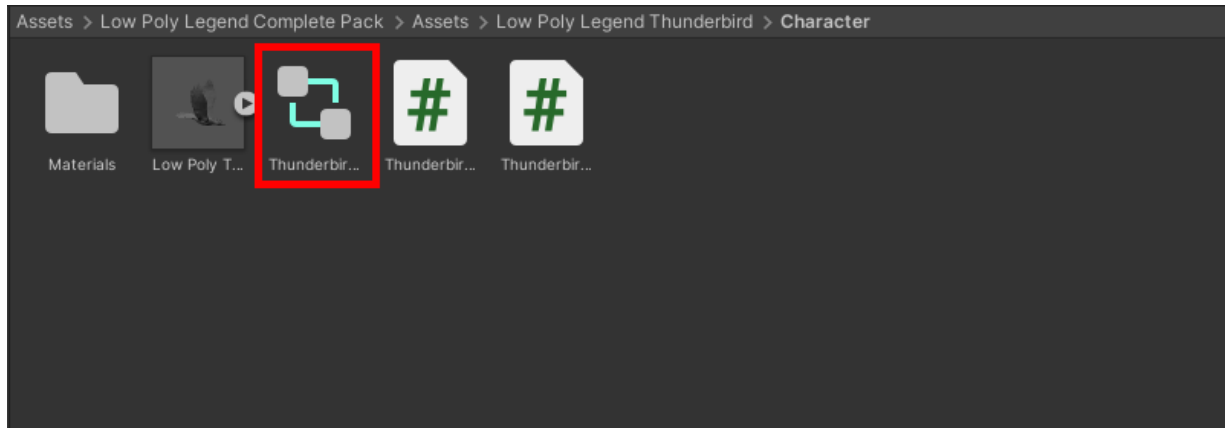
### 2.3. Materials & Textures

To change or edit the materials and textures navigate to *Low\_Poly\_Bird\_Character > Character > Materials*. You can now select and manipulate the materials and textures to you likings via the *Inspector*.

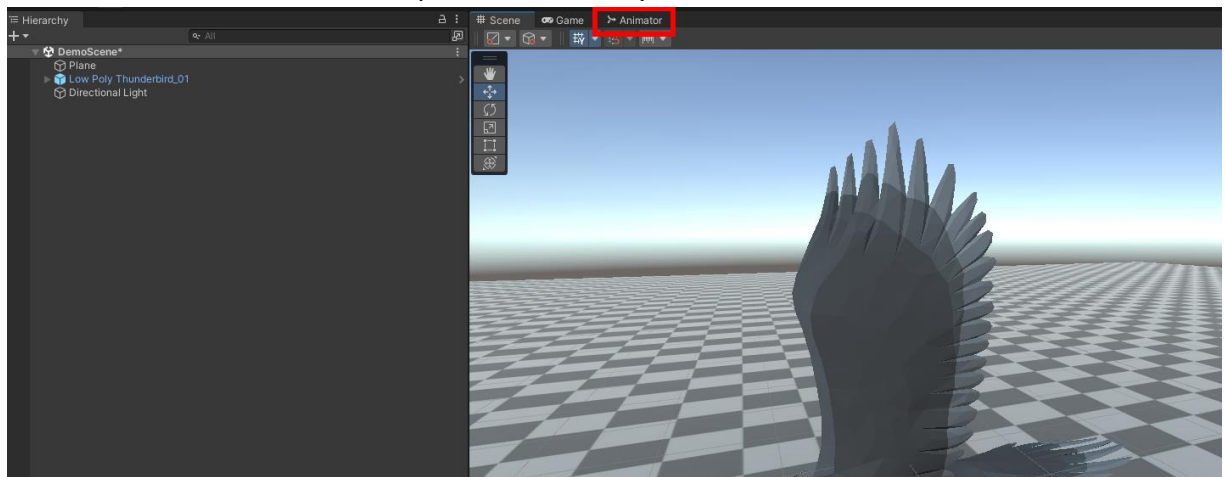


### 3 Animations

All Low Poly Bird Characters are fully rigged and animated. If you want to choose and test an animation first navigate to the *Character* folder. Now open the *Animator* tab by double right mouse click on the *Animator Controller* (marked red).



The *Animator* tab should now open automatically.



In the *Animator* tab you can now select a node and switch the currently assigned animation for a new one.

