

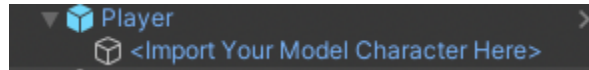
Tutorial - How to use the Character Controller Package

- How to use it?

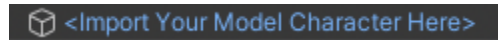
- a. Go to the “Scenes/Main” scene file, and open it.



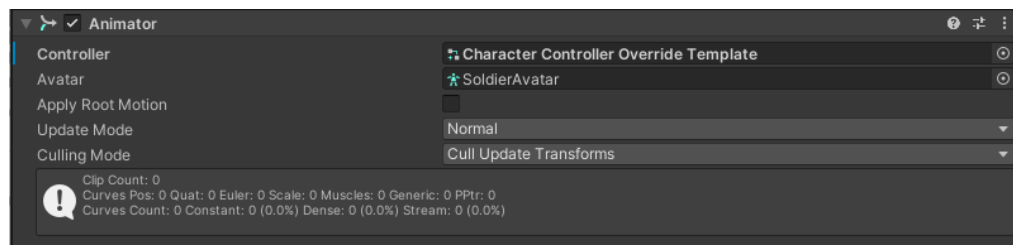
- b. Select “Player” gameObject.



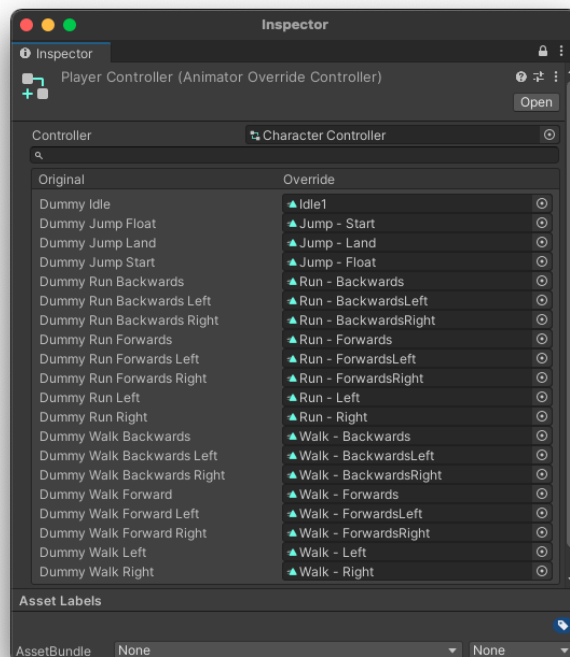
- c. Replace “<Import Your Model Character Here>” gameObject of your own character model.



- d. Next, add or replace your Animator’s Controller by dragging the “Animators/Character Controller Override Template” file and dropping it to the Controller field.

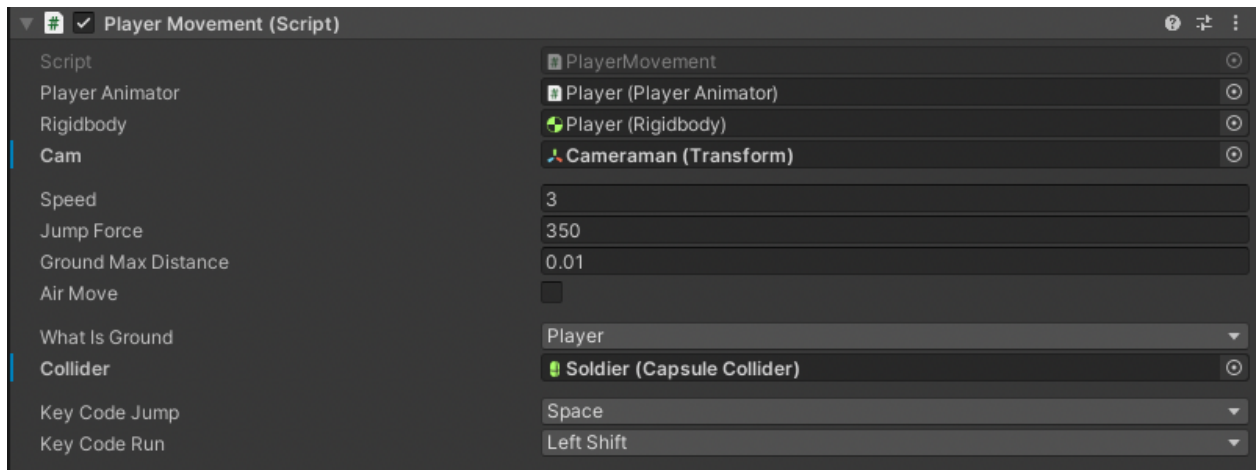


- e. And finally here you're gonna need to replace these dummy animations by your own ones you wish to use.



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- **Adjust and Custom your Character Controller on the Player Movement script.**



- **Adjust Character Animator on the Player Animator**

