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TOON SERIES

MODULAR FANTASY CHARACTERS



Meshtint Studio

Modular Fantasy Characters

TOON SERIES

You will require Unity game engine to use this pack

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/@MeshtintStudio>



CUBE SERIES
SCI FI UNDERWORLD CITY



POLYGONAL SERIES
FANTASY PACK



CUTE SERIES
MONSTERS ULTIMATE PACK 01



★ TOON SERIES ★
ENEMIES PACK



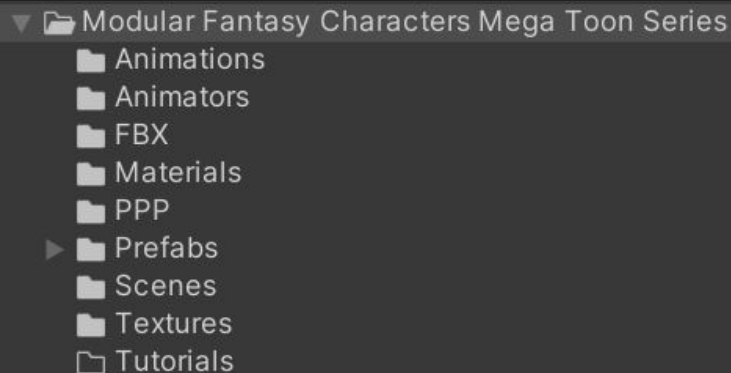
VERSION 1.4
FOREST CREATURES PACK
✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



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Folder Structure

1. Animations - Animation files in FBX format
2. Animators - Animators for demo
3. FBX - Fbx files for the 3D assets
4. Materials - Unity's material files
5. PPP - Post processing profile for demo scenes
6. Prefabs - Customize characters using the prefabs in this folder.
7. Scenes - Demo scene files
8. Textures - Texture files in PSD/PNG format
9. Tutorials - Tutorials/Guides for learn and introduction

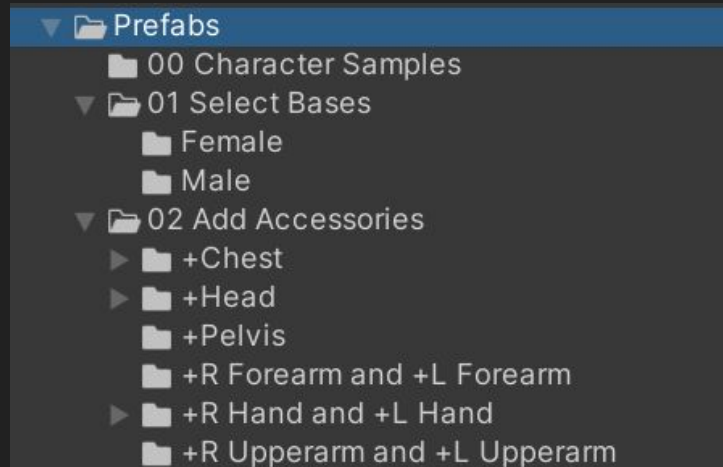


How to customize characters?
Let's get started!



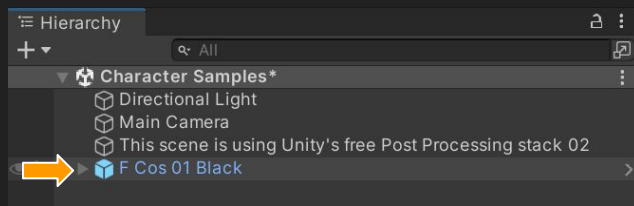
Customize character

- Locate the 'Prefabs' folder and expand it. You will only use the assets in this folder when you customize your character.
- If you know how to code, you simplify the process by using coding to create a system. Note that no script is included in this package.
- You can find some ready made samples in '00 Character Samples' folder.

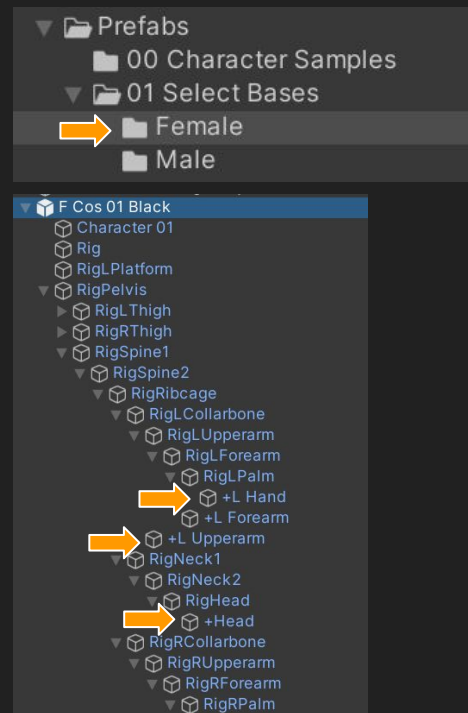


Customize character

- Expand 'Select Bases' folder. Simply pick and drag one base from the Female or Male folder to the scene or hierarchy window.
- Expand the character in the hierarchy. Shortcut: Alt + Left click on character's arrow. See below.

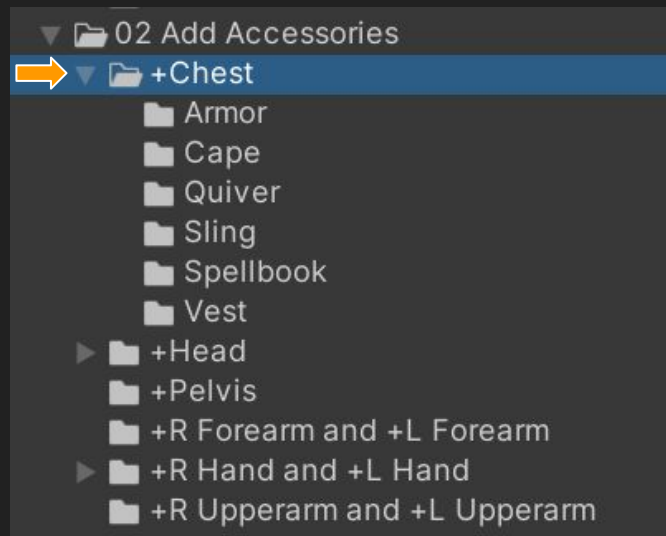


- You will notice attach points like + Head, + L Hand, +R Hand, +Chest. These are the attach points where you should attach accessories to the character.



Customize character

- Expand '02 Add Accessories' folder in the project window.
- You will see folder names like + Chest, + Head etc. Prefabs in + Chest folder are prefabs that should be attached to attach point '+ Chest' on the character.
- Then simply drag the accessories prefabs like head, face, sword, shield onto the respective attach points.
- You are done!
- Remember to make your new character into a prefab to save it.





Wait! How about
animations?



Character's Animations

- Now that you have created your character. How do you add animations to it?
- Characters in this pack are humanoid mecanim ready.
- That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?
 - a. You can buy humanoid animations/ controllers from the Unity asset store.
 - b. Create your own humanoid animations. You can create animations with any humanoid characters you have in a 3D software. Just set your character up as humanoid rig in Unity and share the animations with this pack.
 - c. Download free animations from Mixamo site here: <https://www.mixamo.com/>



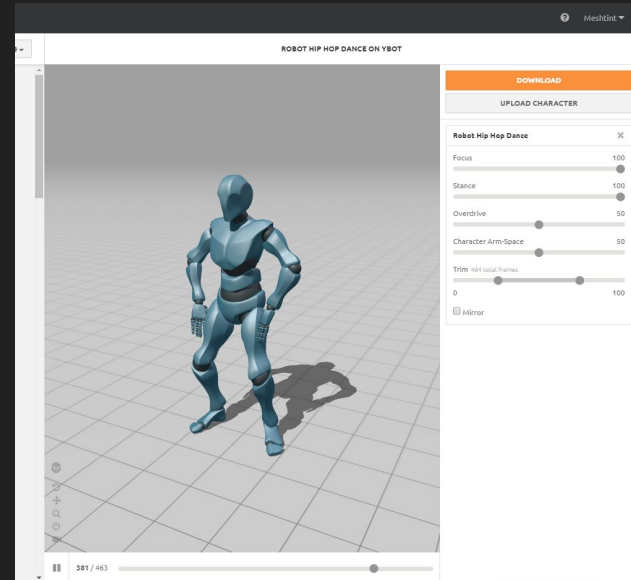
Using Mixamo Animations

- Using Mixamo animations is easy.
- There is no need to upload any characters to Mixamo.
- Simply go the site and download any animations you want.

DOWNLOAD SETTINGS

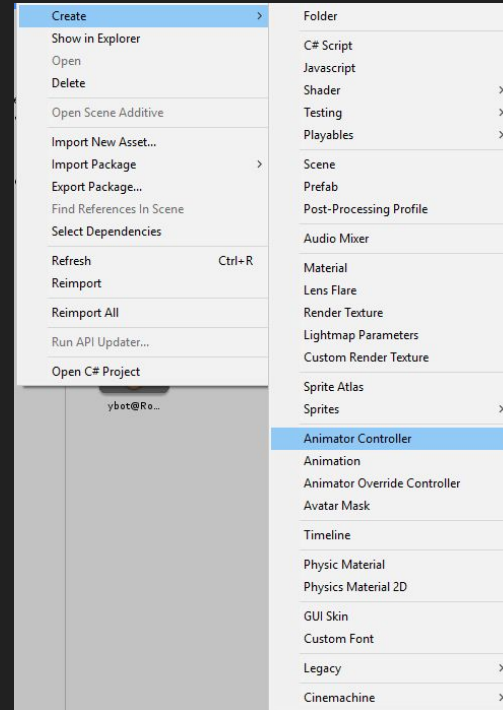
| | |
|--------------------------------|----------------------|
| Format | Skin |
| <div>FBX For Unity(.fbx)</div> | <div>With Skin</div> |
| Frames per Second | Keyframe Reduction |
| <div>30</div> | <div>none</div> |

CANCEL **DOWNLOAD**



Using Mixamo Animations

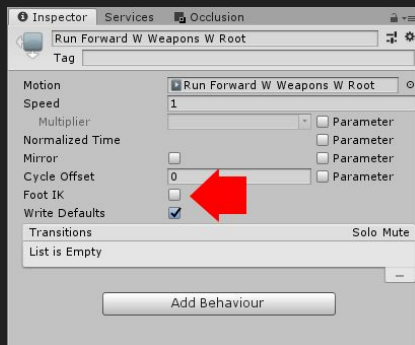
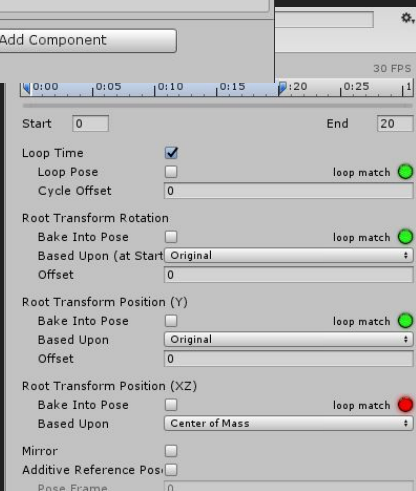
- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to your character. Done!



If your character's feet is floating...there are 3 common reasons



1. Animations have root motion but your character ' apply root motion is off
2. Animations not bake to pose in inspector. Choose the correct setting depending on your gameplay.
3. Foot IK not checked. Go to animator, select animation in animator.





Thank you for your purchase!

See more assets at www.meshtint.com