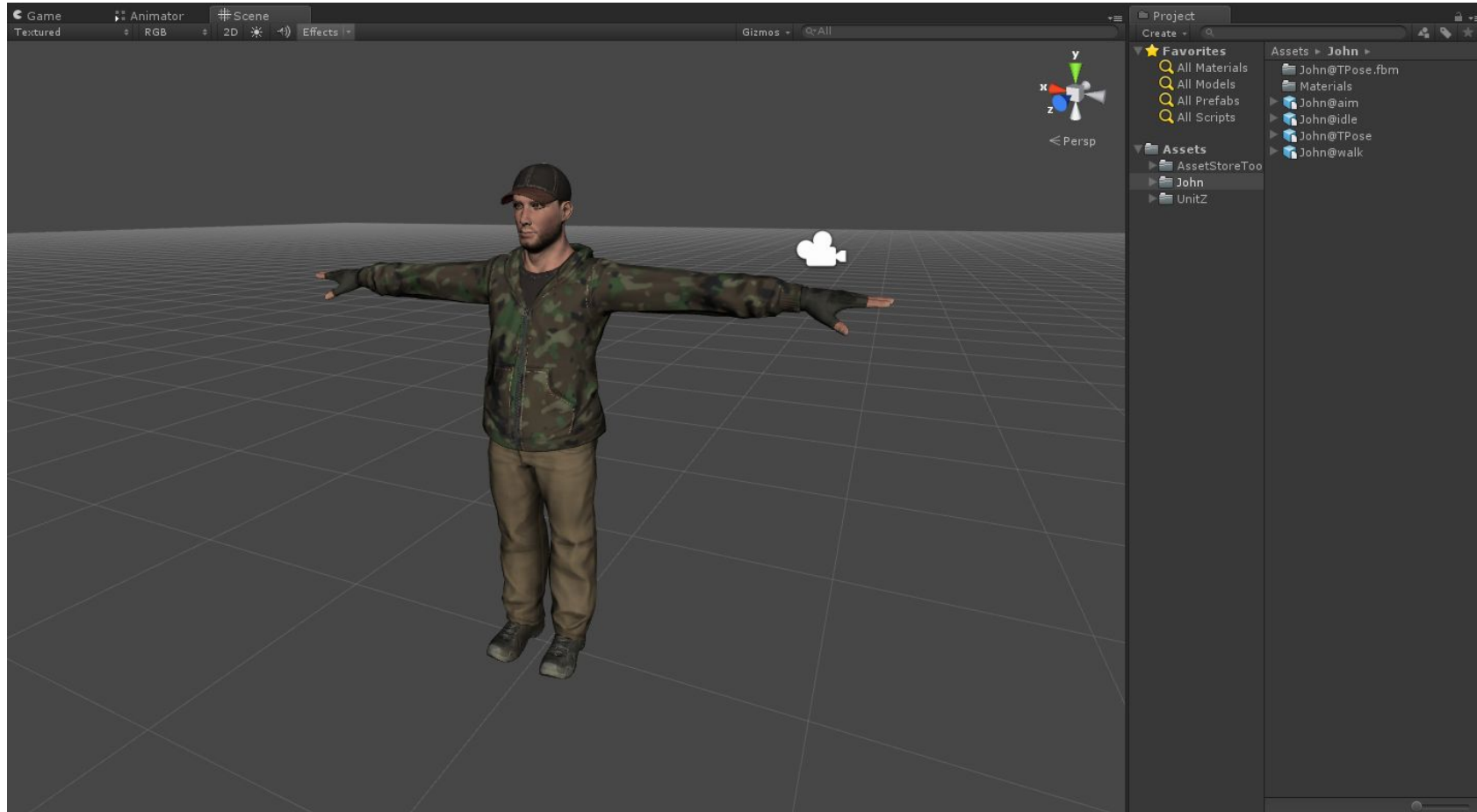


# How to add new player character

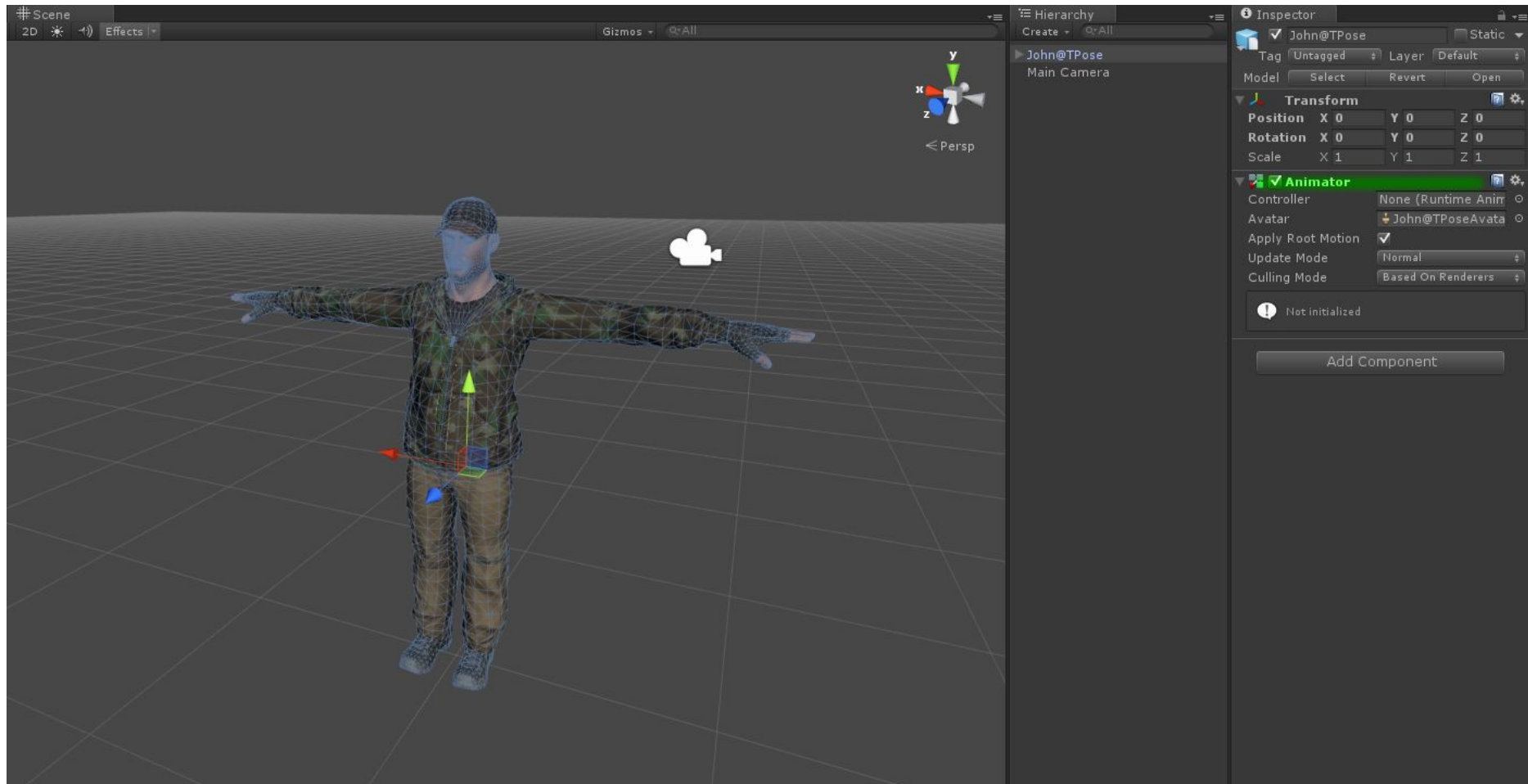
This tutorial will show you how to add animated model as a new player character for **Unitz**

This sample needs a **Humanoid Rig** model with animations **Walk** ,**Idle** ,**Aim** (at least 3 animations)



In this tutorial i using John with Aim , Idle , Walk create with Mixamo animation. <https://www.mixamo.com>

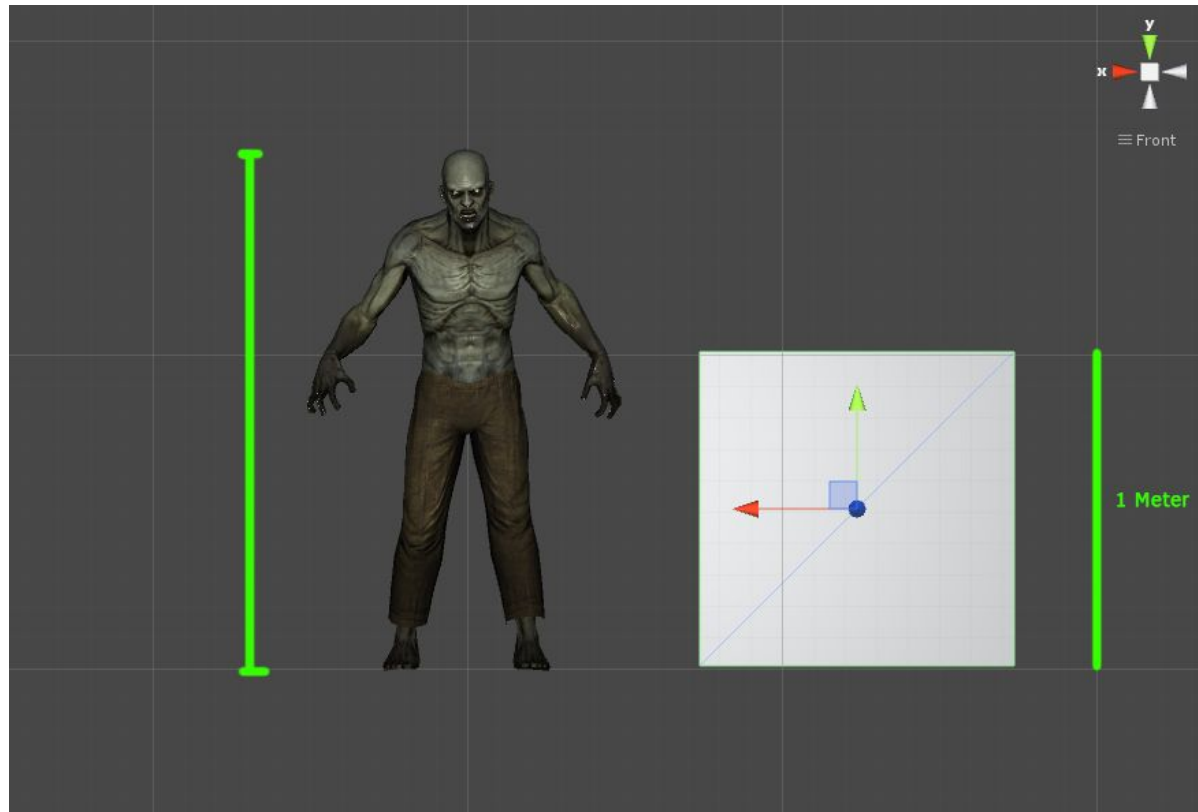
**Step 1.** Import a character to your project and place it into the scene.



**Files > New Scene** and place a character model into the scene set position to **0,0,0** make sure everything is cleared and an **Animator component** must included in the model.

## Importance : Character Scales

When you place a character into the scene, please check a scales, just make sure it look correctly.

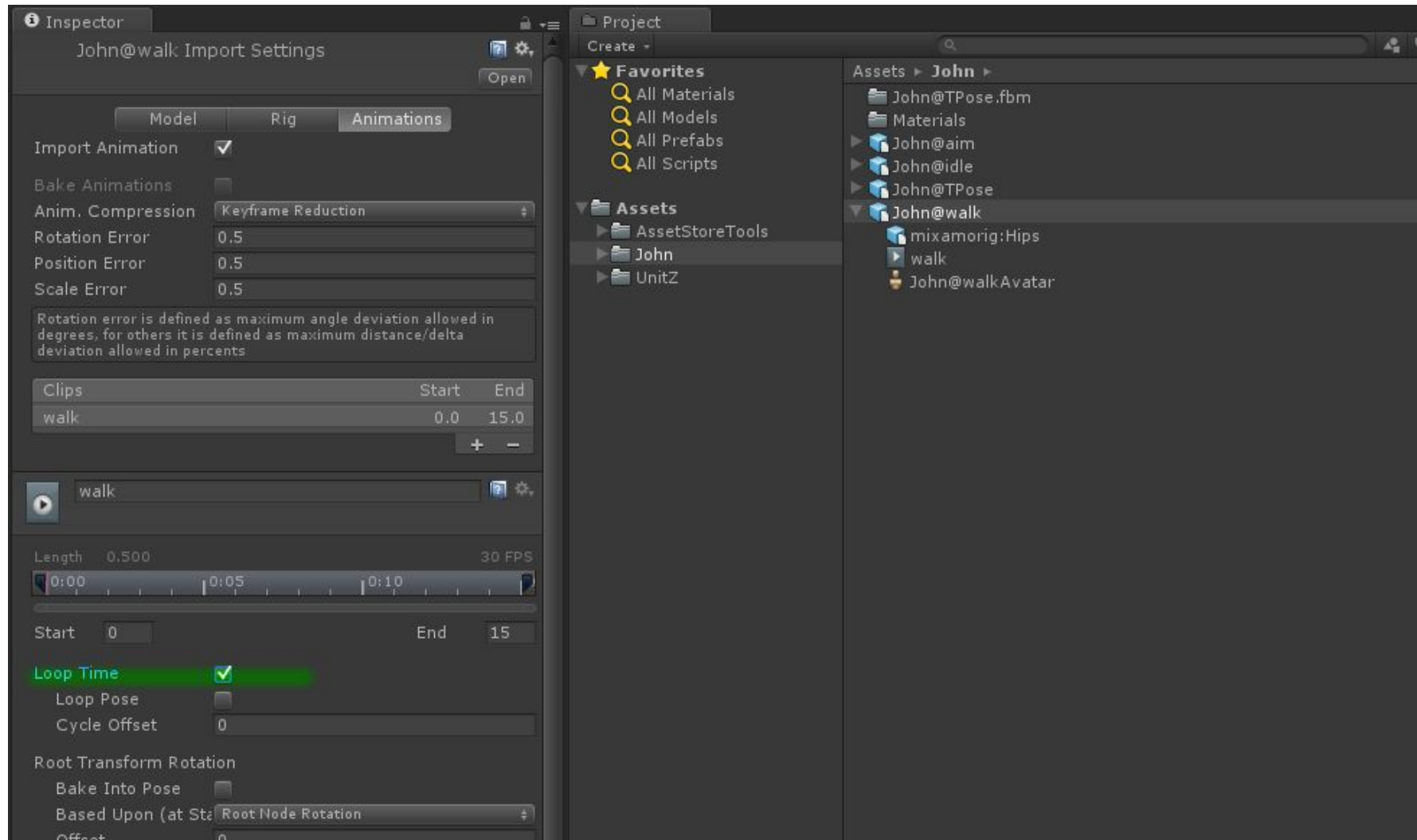


### Note \*

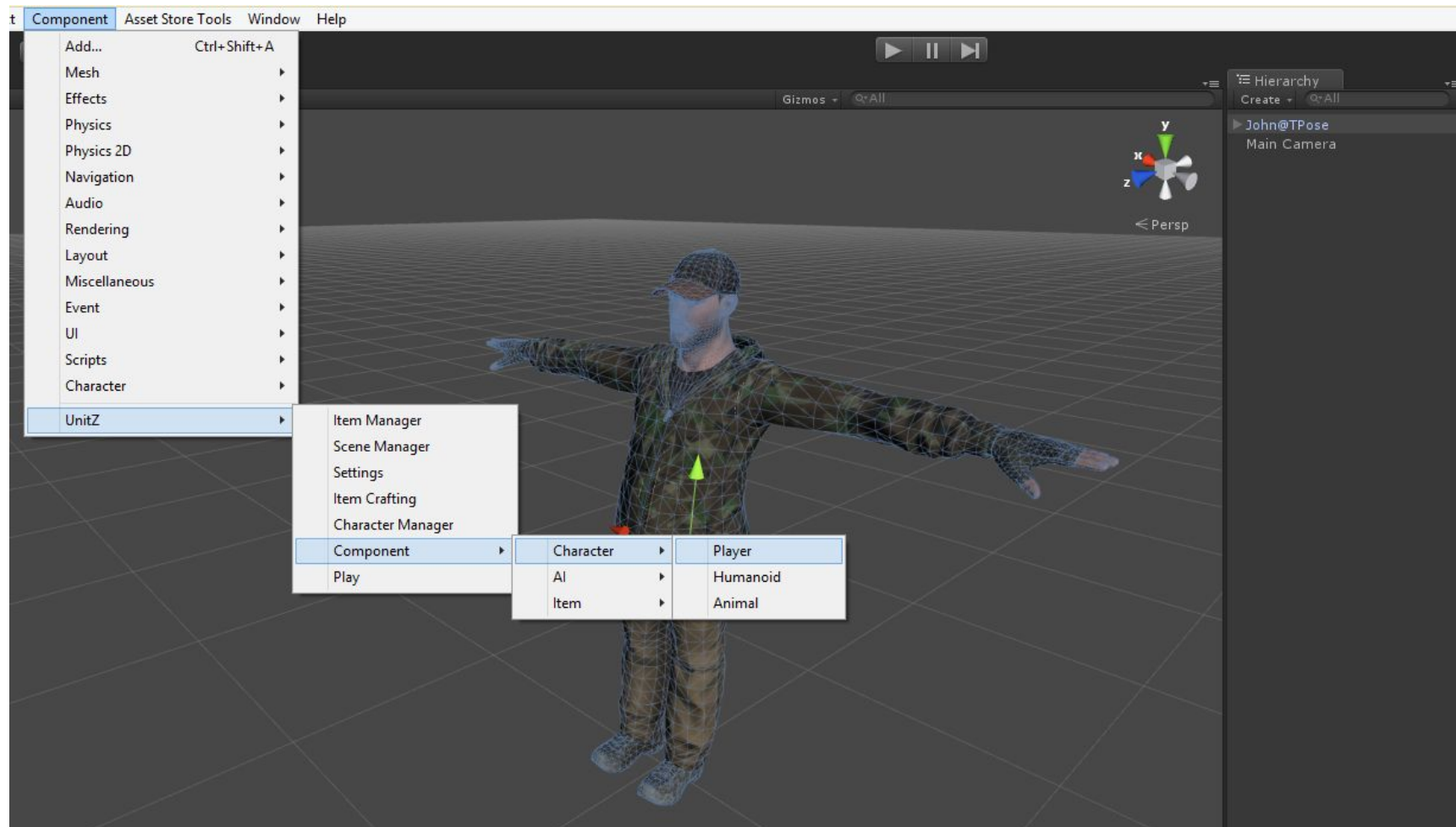
Basically a good characters and props must come with a properly scales. however you can check and compare a character model with a “**Cube**” the cube is 1x1x1 meter, please create a cube for comparing by **GameObject > 3D Object > Cube** so a character scales must look like in the picture. ( it's about 180 tall as standard )

## Importance 2 : Animations

All animations like **walk** , **run** , **idle** Loop must enabled.

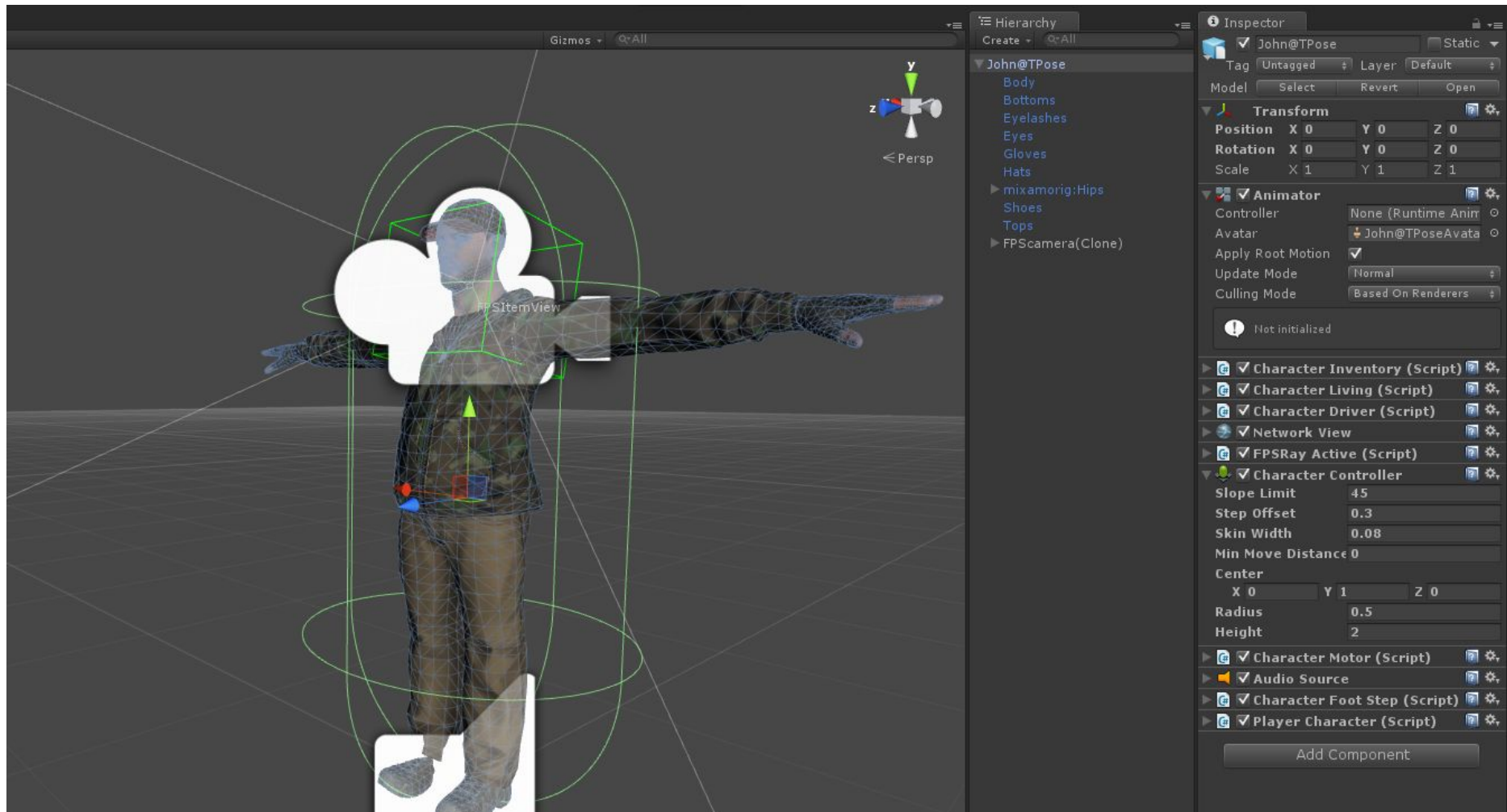


## Step 2. Adding a character components into your character.



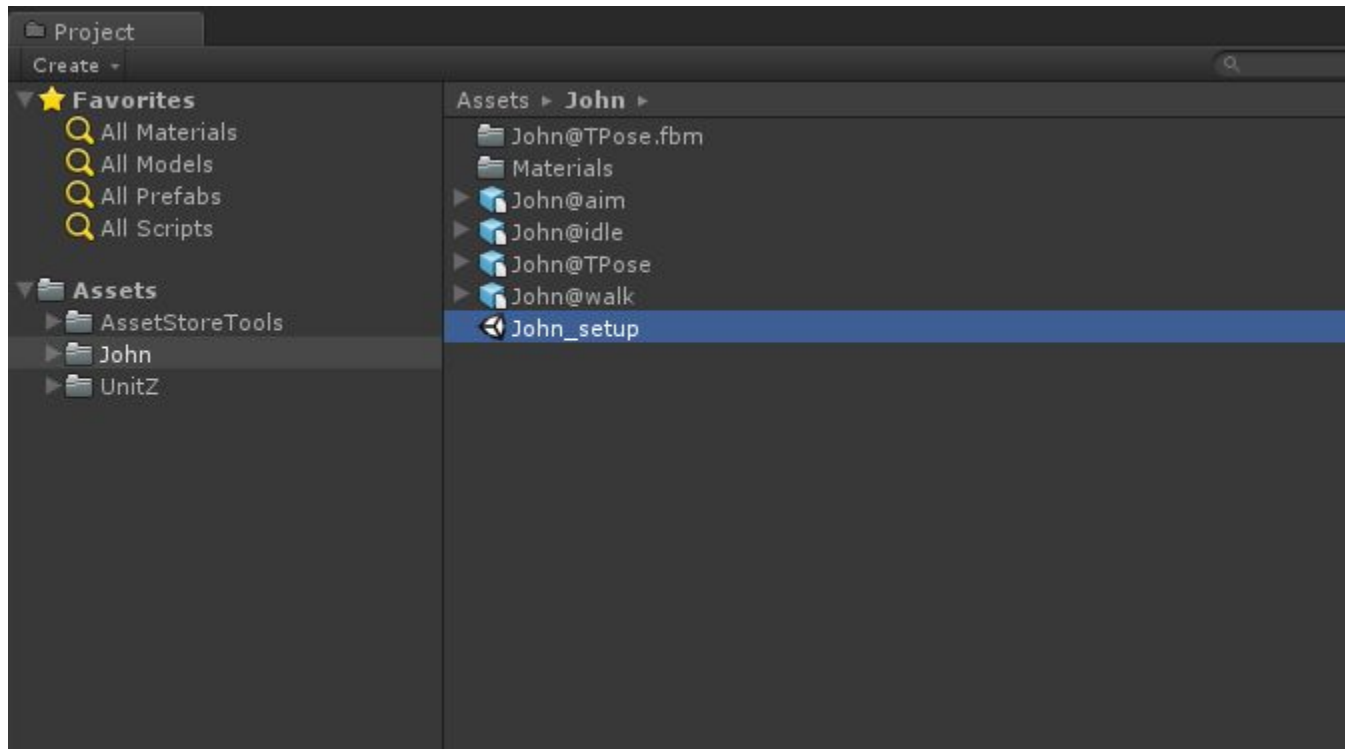
Select your character and go to **Window > UnitZ > Component > Character > Player**.  
All component will automatically added to your character.

Setup a **Character Controller** size, make sure it look fit perfectly.



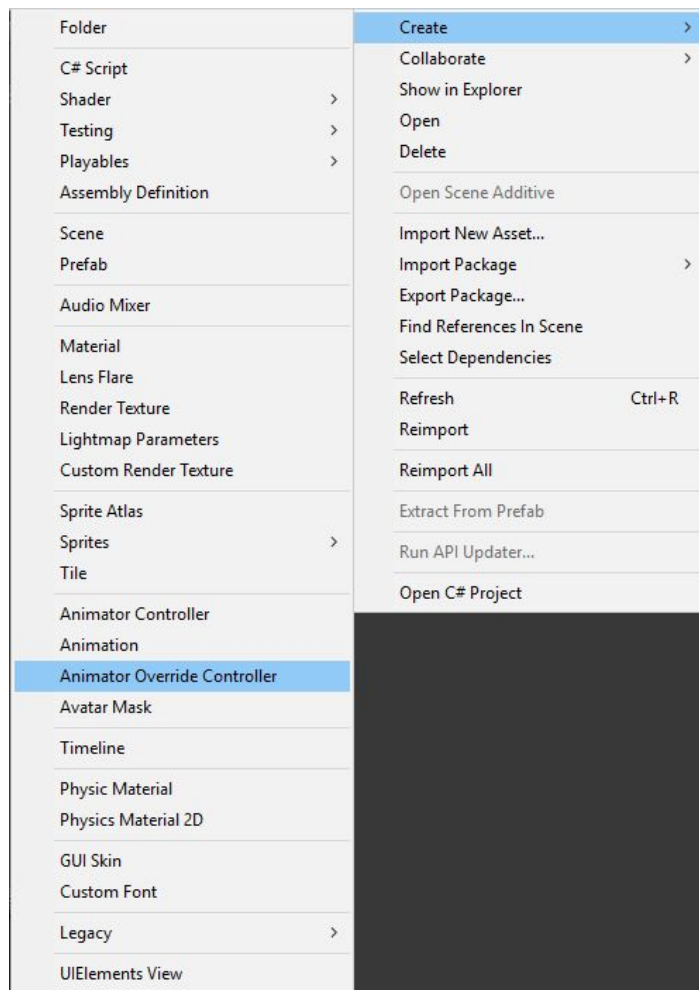
You can see a **FPScamera(Clone)** has been added to your character. so please move it to a good position like this image. this camera is a FPS view in your game. and you can add **Image effect** to this camera.

**Step 3.** Save scene named “**John\_setup**” so we will working on this scene until this character is ready to use in game.



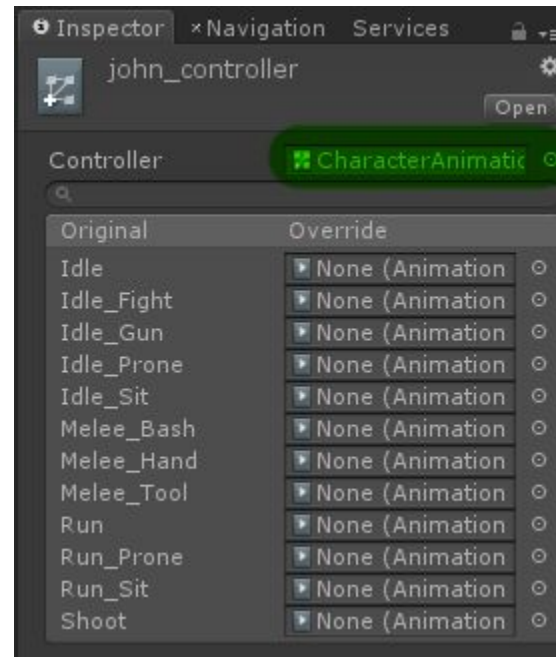
Note \* You should save a “**John\_setup**” to the same place as a character source model, one scene per one character so it’s easier to config and managing.





#### Step 4. Create *Animation Controller*

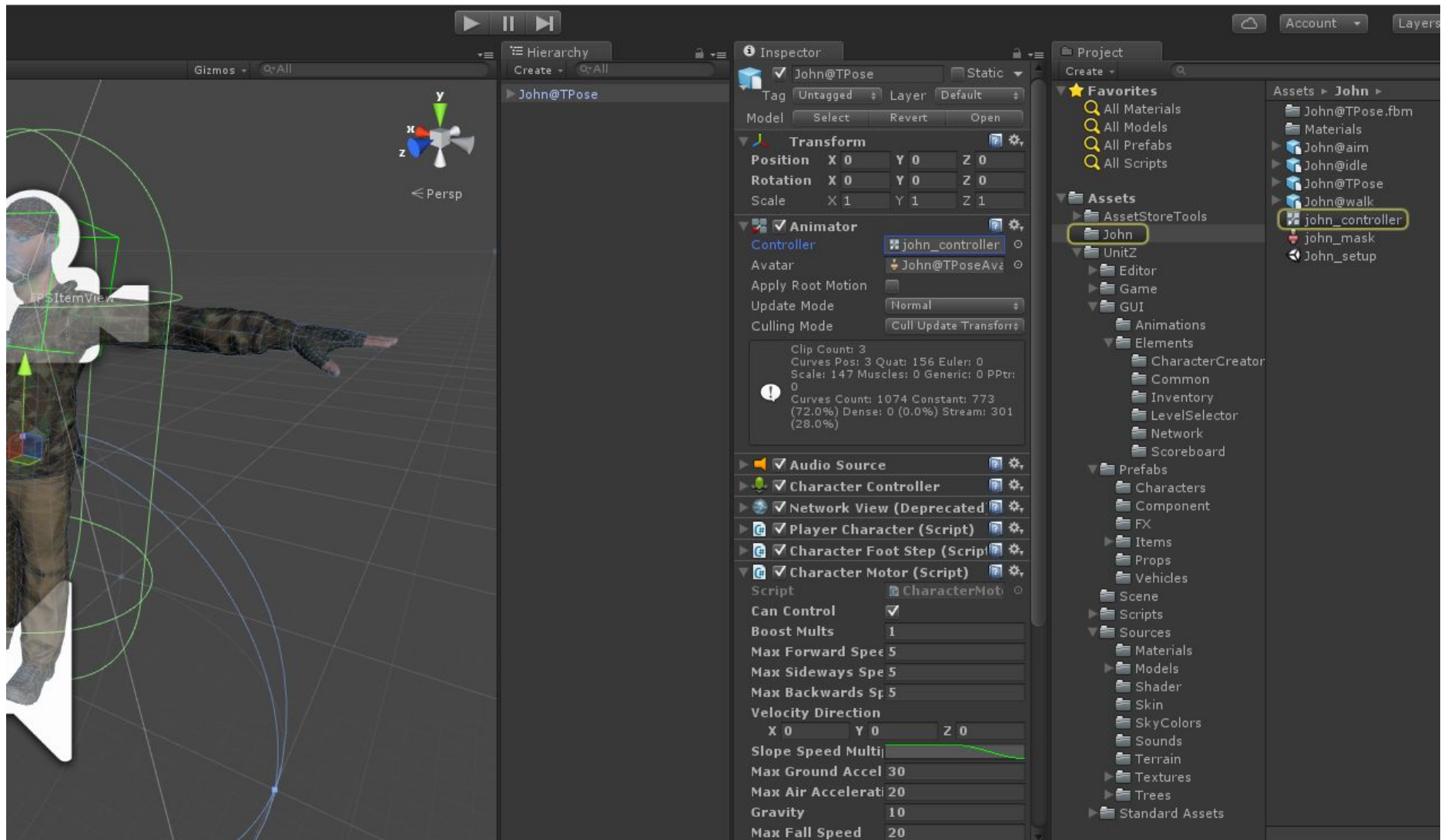
Right click on a space in a character source folder and select **Create > Animation Override Controller** and named “john\_controller”



Then add **CharacterAnimation** located at [UnitZ/Sources/Models](#) into John\_controller **Controller** parameter  
You will found all needed motion list so add your animation into it.

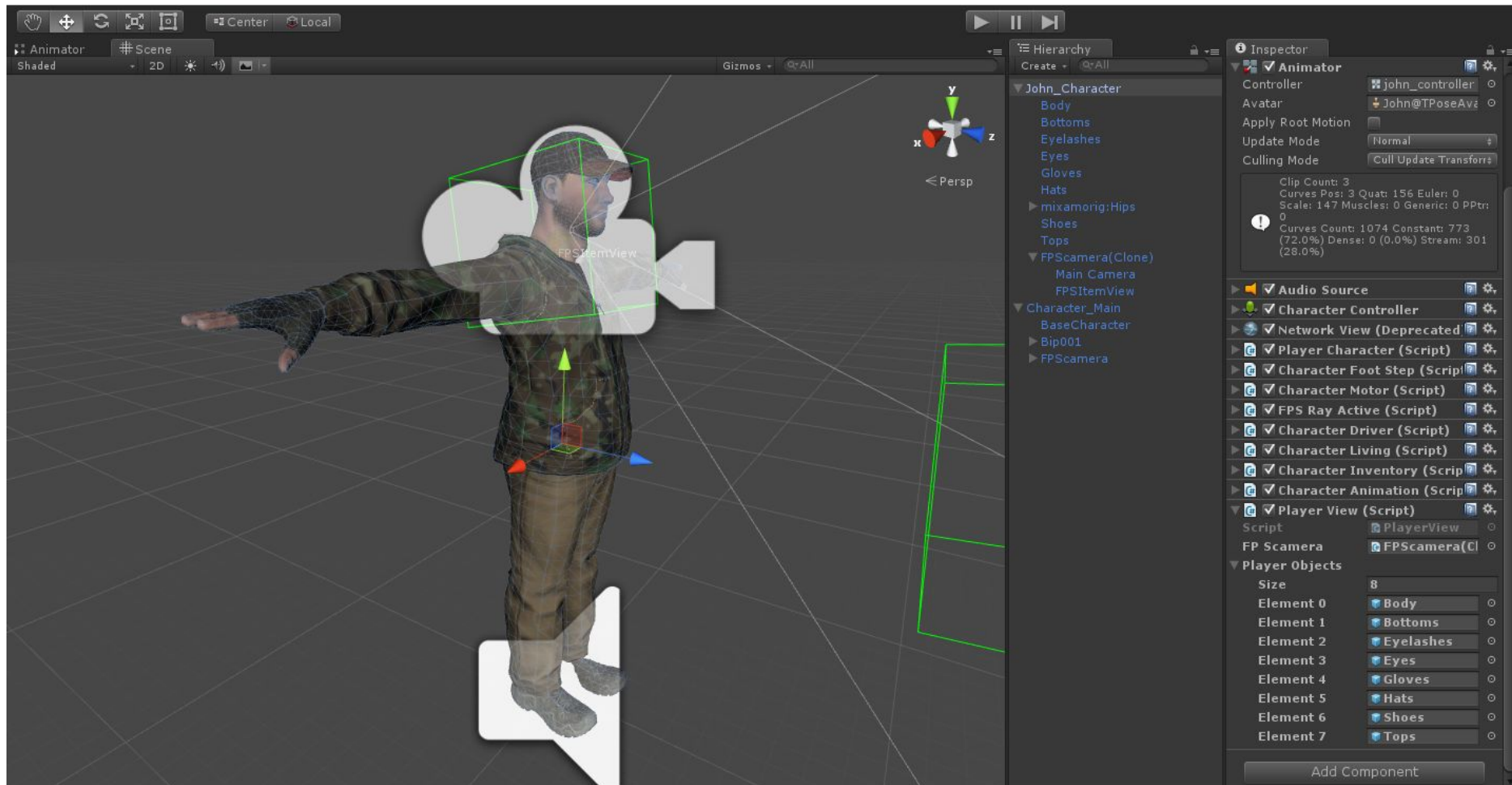


**Step 11.** Back to the character placed scene. adding **john\_controller** into the **Animator** component.



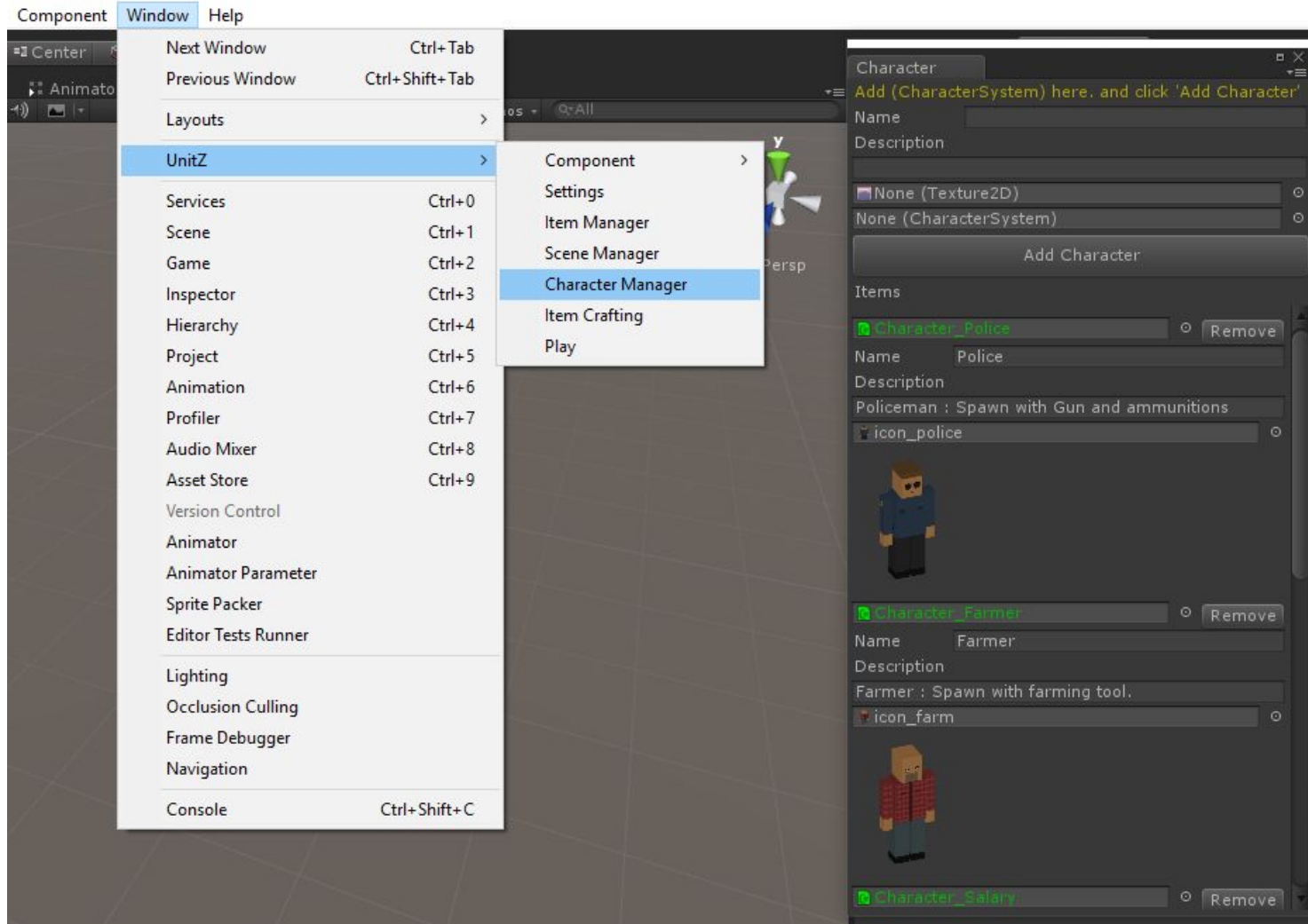
you should re name him as John\_Character or something maksense and then go to next step.

**Step 12.** Add all visible object of the character into **Player Objects** on **Player View** component



all the object in this list will be renderer only on another player machine or your TPS view and hide them in your FPS view.

### Step 13. Save a character as prefab and then add to the **Character Manager**



Please go to **Window > UnitZ** click on **Character Manager** you will see a **Character** panel show up so you can add your new character prefab here includes with name and display icon.

**Step 14.** if everything is ok let's go to play test.

please go to [Window > UnitZ > Play](#) or you can just start directly at **mainmenu** scene

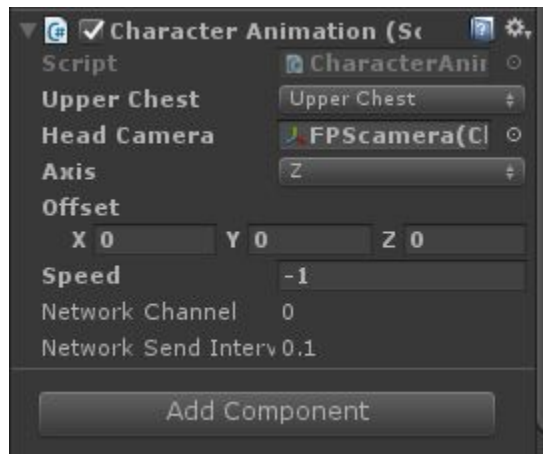


let's go create **New Character** and you will see John in the last one of character list.

# How to config a character aim along a camera

The character will look along with a gun point when you look up or down.

Please look at **Character Animation** component on your character, you will see several parameters



Upper Chest : the chest part of your character

Head Camera : is a the FPSCamera inside your character

Axis : the axis of rotation

Offset : rotation offset

Speed : a speed of rotation -1 forward ,1 backward



# How to setup Equipment

Character need some object to attaching any equipment, such as Guns, Backpack , Armor ,Helment.



you can setup them by select bone object inside character and create a sticker.

**Window > UnitZ > Component > Add Sticker**

you will found a sticker object already created under selected bone object, Please rename and config parameter.

Basically, the bone that you need to create sticker are in this list

**Head** : for helment **Config Type = Head**

**RightHand** : for primary use **Config Type = PrimaryUse**

**Middle Spine** : for Armor and backpack and several equipped. **Config Type = Armor**

\*Please look at Character in the demo for more information

## Starter Item

You can set a starter item by add it to **Item Starters** on **Character Inventory** component on your chracter.

## Item Drop after dead.

You have to add **ChracterItemDrop.cs** component to your character and add **ItemBackpack** prefab from **Assets\UnitZ\Prefabs\Items** to the **Backpack** parameter

## Foot Step sound

You have to add a footsteps sound to **Character Foot Step** component on your character.