# Liam

Thank you for purchasing Liam. The character can use weapons if you have suitable animations. If you know how to make them work you can skip this. The package has a sword included and we'll learn how to make it work with animations.

Liam | sword setup tutorial

I have already setup the prefabs but if you want to know how did I do that, please follow along.

- Drag and drop the Liam.fbx into the scene/hierarchy -- "Assets\[Akishaqs] Liam\Model"
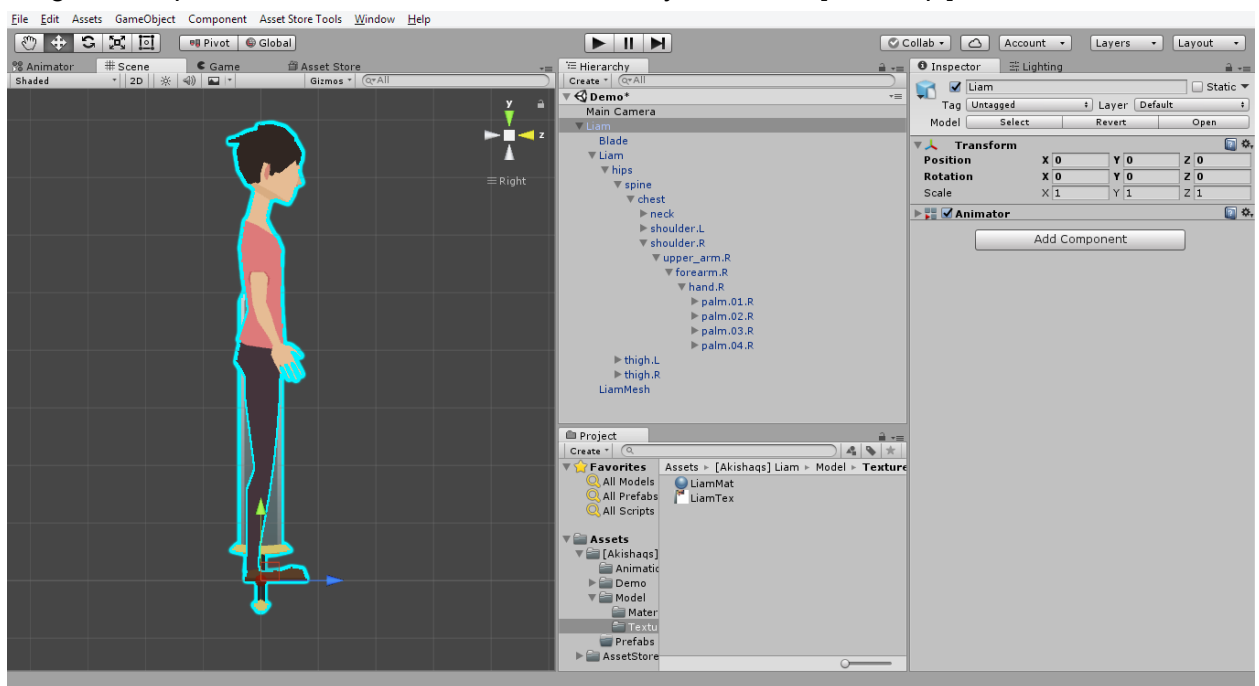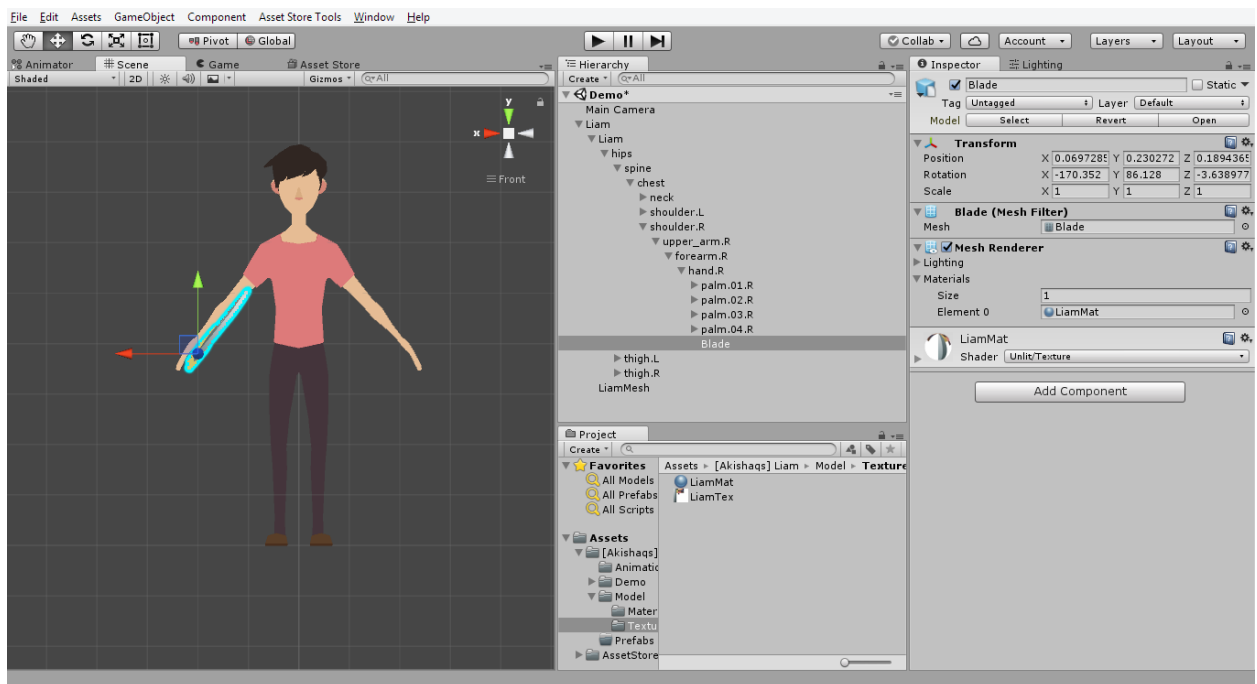

Make sure it is at position X = 0; Y = 0; Z = 0. If it is not reset the location.

- Expand the contents, find the blade object and set its position and rotation to **[2.15, 3.8, 0.32] & [-168, 170, -145]** respectively. (***Please ignore the values in the screenshot***)
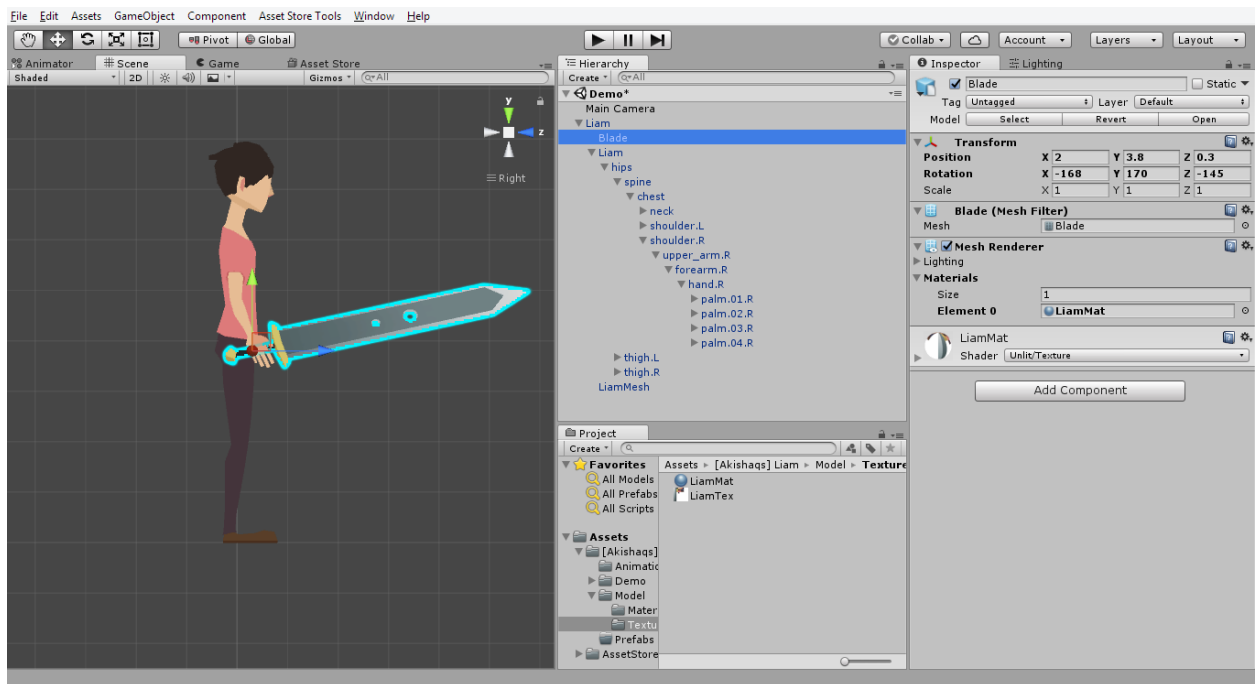
- Drag the blade and parent it to hand bone.

Use the same position and rotation for any weapons you want to use. If you have any other problems, please contact me and I'll help.To test the animations, you can try Mixamo's axe animation pack from here. Happy developing! Have a good day.

Thank you
Akishaqs