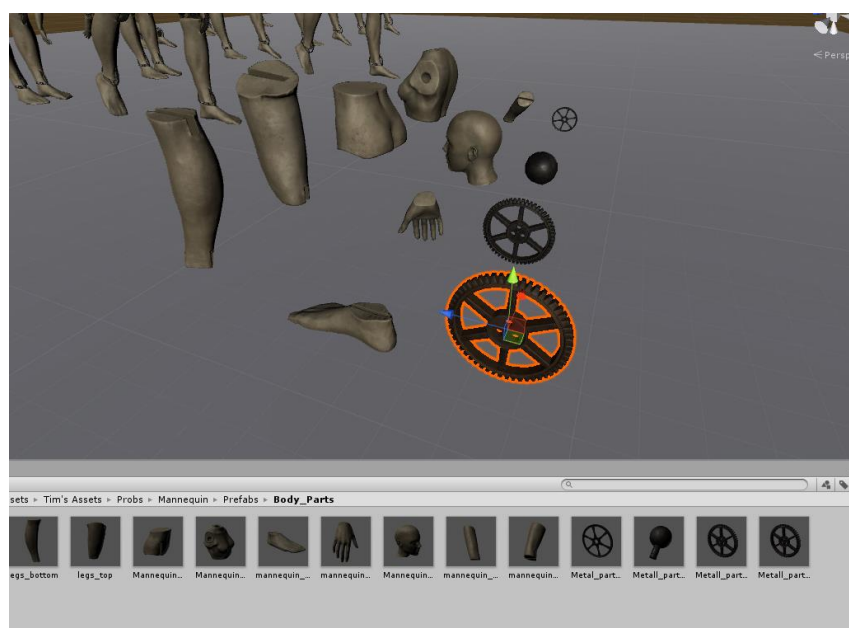
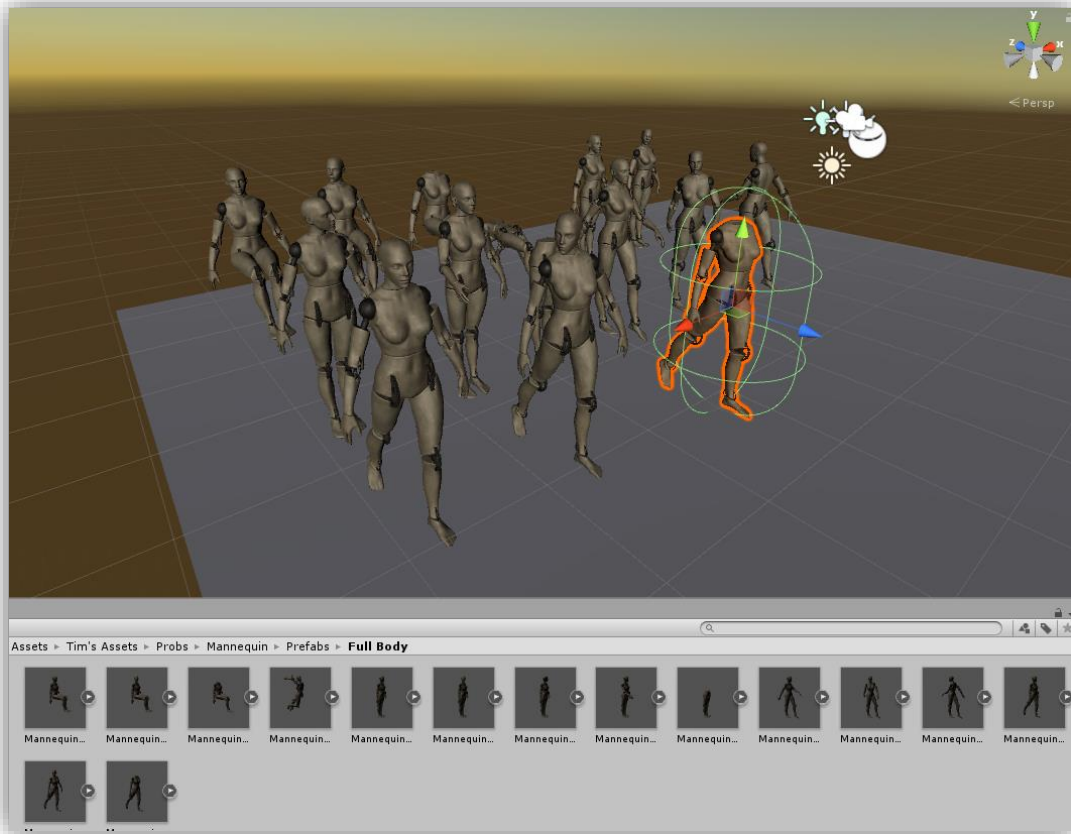
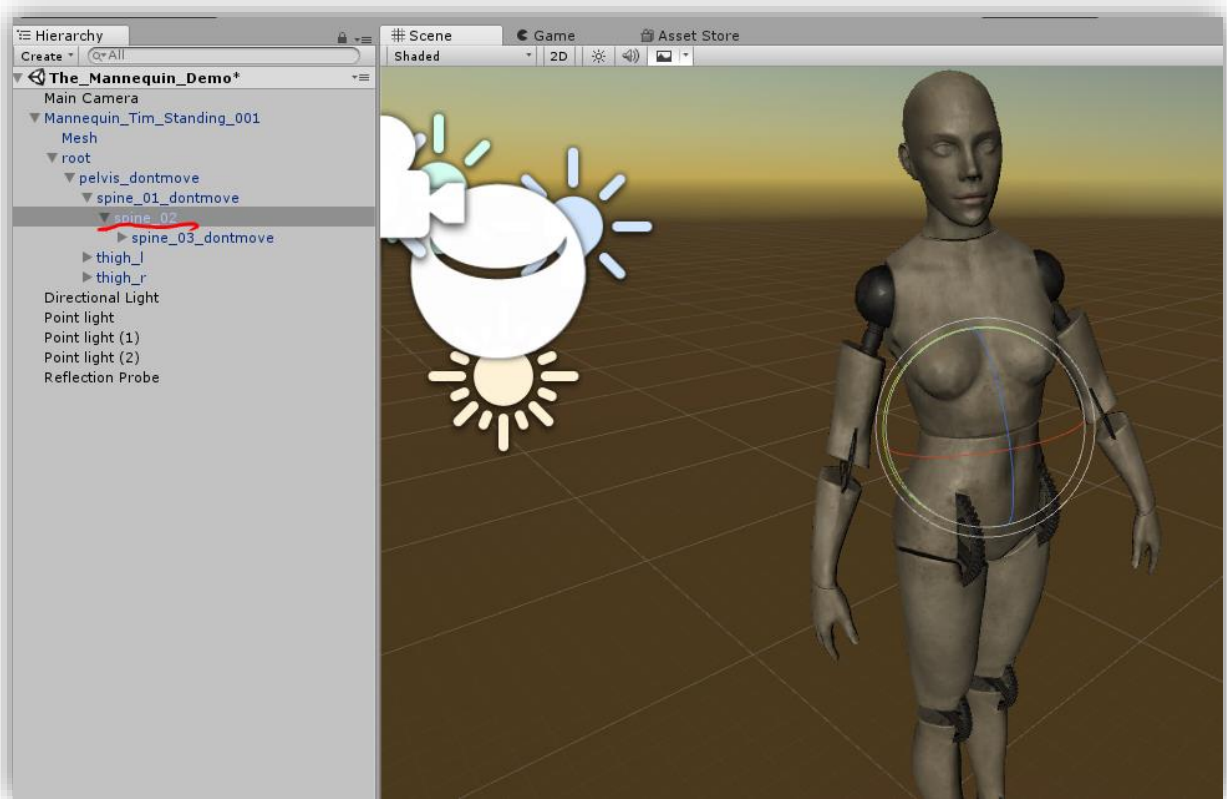


Tim's Assets – The Mannequin

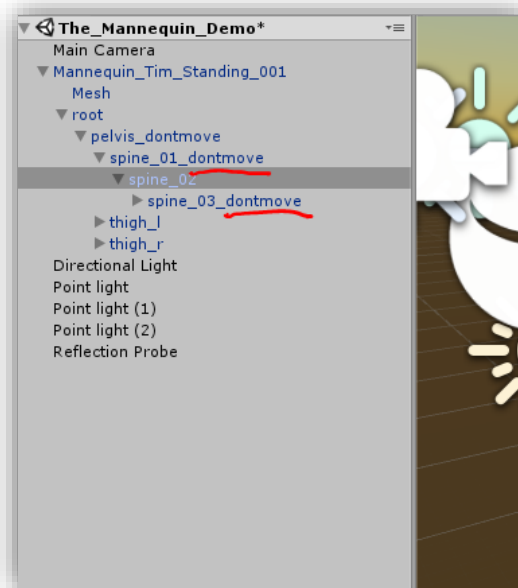
- 1.) There are two folders in the prefabs folder one that contains different Mannequin Positions and one with different Body parts for your scene. Just drag it into your scene. In addition you can modify the Mannequins positions.



2.) The Mannequin is a skeletal mesh so that is possible to rotate the body parts in any position you want. **Note: Please keep in mind it's not made for Animations.**



3.) Parts that should not be moved are marked with „don't move“ in the Name .



- 4.) If you want to hide one of the Body Parts please set the correspondent bone to zero. **Note: Please keep in mind, that this also applies to the children.**

