

in3D Avatars Unity SDK

in3D logo

Description

SDK contains in3D Api interface. This SDK gives access to in3D avatar models, textured, fully rigged, prepared for animations. - We use async, so Unity under 2017 is not supported. - We do not use third party plugins for json deserialization or web requests. So platform support depends on Unity version.

Features

- login in3d user
- get list of users avatars
- get urls for avatars models

Installation

Please follow the instructions:

Install via Unity Package Manager

1. Open **Edit/Project Settings/Package Manager**
2. Add a new Scoped Registry (or edit the existing OpenUPM entry) for dependencies: Name: package.openupm.com URL: https://package.openupm.com Scope(s): com.alteracia
3. Add a new Scoped Registry for SDK Name: unity.in3d.io URL: https://unity.in3d.io Scope(s): io.in3d.sdk
4. Click **Save** (or **Apply**)
5. Install packages in PackageManager / My Registries

Alternatively, merge the snippet to **Packages/manifest.json**

```
{
  "scopedRegistries": [
    {
      "name": "package.openupm.com",
      "url": "https://package.openupm.com",
      "scopes": [
        "com.alteracia"
      ]
    },
    {
      "name": "unity.in3d.io",
      "url": "https://unity.in3d.io",
      "scopes": [
        "io.in3d.sdk"
      ]
    }
  ],
  "dependencies": {
    "com.alteracia.altweb": "0.0.1",
    "com.alteracia.altpatterns": "0.0.0",
    "io.in3d.sdk": "0.0.3"
  }
}
```

Setup configurations

Configurations is a **ScriptableObject**.

- To create configuration: right click in **Project window -> Create -> in3D -> Configuration**

- For communication with server you need **serverConfiguration** - To get User data you need **userConfiguration**. - If you want load specific avatar use **avatarConfiguration**.

Each configuration have specific Methods to setUp it. - **userConfiguration** have **Login** method. - **avatarConfiguration** have **GetAvatarFromScan** method.

Configure

Direct in ScriptableObjects

configuration

or Use Configurator Component to configure outside

configurator

Example

To load user avatars use `serverConfiguration.UserAvatar`

```
```c# // First you need to call one of initiated Methods and get all data: string[] avatarIds = await server.UserAvatar.GetAvatarsIds(userConfiguration); await
server.UserAvatar.GetAvatarsUrls(userConfiguration, ModelFormat.Glb);

// Than you can get data individually from Dictionary: server.UserAvatar.Users[userConfiguration.UserId].Avatars[avatarIds[0]].Providers[(int)ModelFormat.Glb]; ```
```

## Support

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Please contact me by e-mail: [alteraciaviz@gmail.com](mailto:alteraciaviz@gmail.com)

## Roadmap

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## Project status

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On going