



Hospital Pack

SUPER SERIES

A guide by Meshtint Studio

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/>

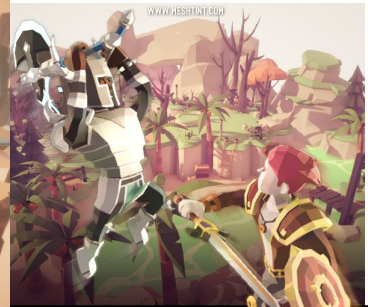
Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



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www.meshtint.com



POLYGONAL SERIES
FANTASY PACK

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LITTLE HEROES MEGA PACK

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES

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O-SIMP SERIES
CHARACTER CREATOR

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VERSION 1.4
FOREST CREATURES PACK

✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



Galaxy Robots Pack 01

✓ FX Unity Particles included ✓ 3 colours each
✓ Generic Mecanim & Legacy rig ✓ Rigged & animated

How to add animations to characters



- Now that you have created your character. How do you add animations to it? Super series's humanoid characters 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. Or 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 Ace series characters. Note that Ace series characters are not using shoulder bones in its humanoid rig.
 - c. Or download animations from Mixamo site here: <https://www.mixamo.com/>



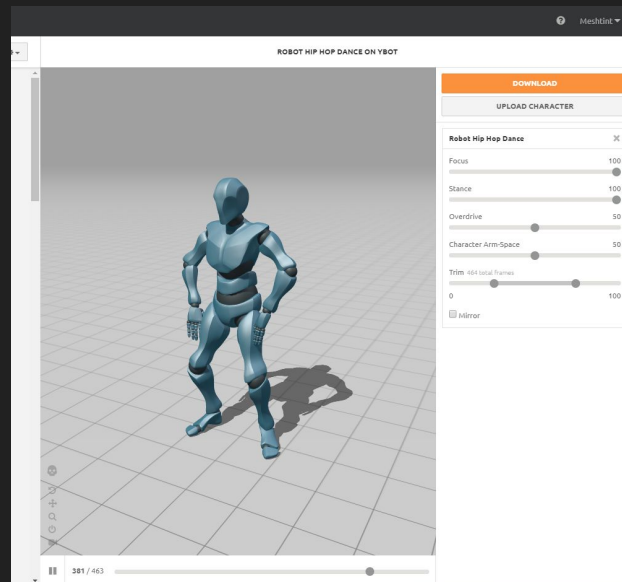
How to add animations to characters

Using Mixamo Animations

- Using Mixamo animations is easy. Simply go the site and download any animations you want.

DOWNLOAD SETTINGS

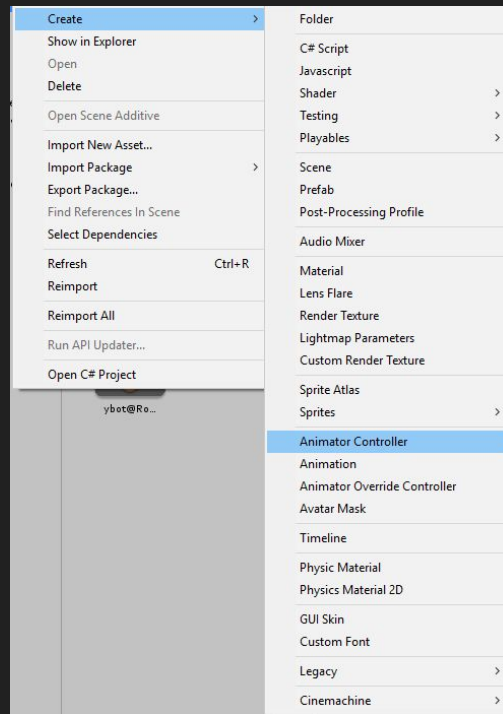
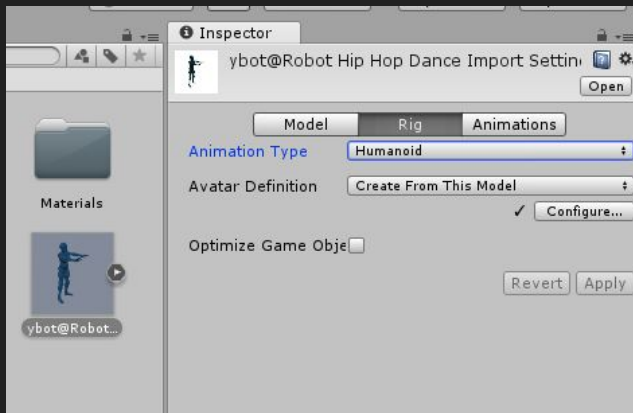
Format	Skin
<input type="text" value="FBX For Unity(.fbx)"/>	<input type="text" value="With Skin"/>
Frames per Second	Keyframe Reduction
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How to add animations to characters

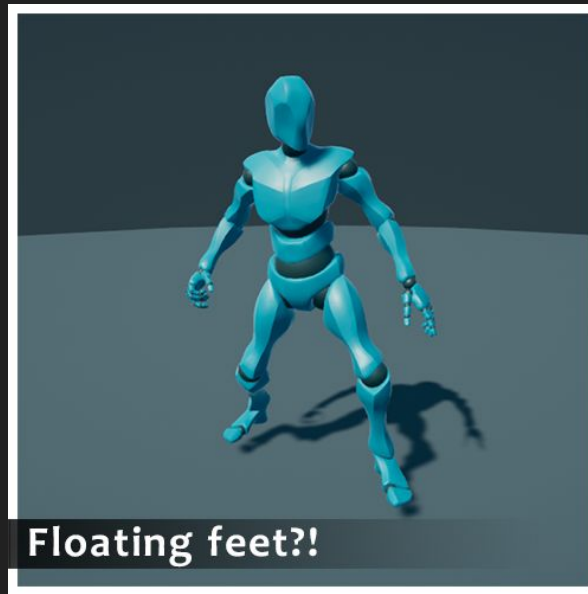
Using Mixamo Animations

- 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!



How to add animations to characters

If your character's feet is floating...



Solution: [Check out our tutorial here!](#)

Or visit: <http://bit.ly/fixfloatingfeetunity>





Thank you for your purchase!
See more assets at www.meshtint.com