



Hospital Pack

SUPER SERIES

A guide by Meshtint Studio

Meshtint Studio

Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

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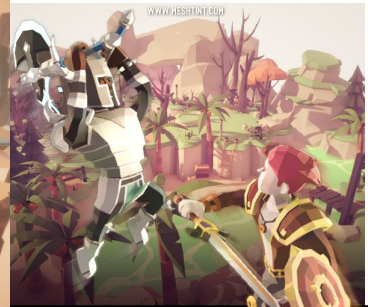
Twitter: <https://twitter.com/Meshtint>

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CUBE SERIES
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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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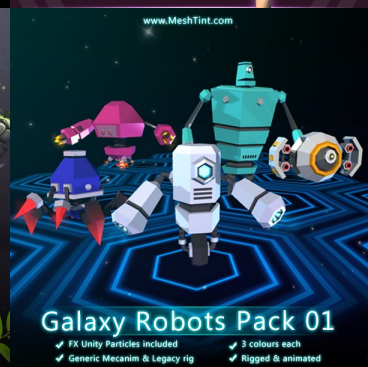
O-SIMP SERIES
CHARACTER CREATOR

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VERSION 1.4
FOREST CREATURES PACK

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

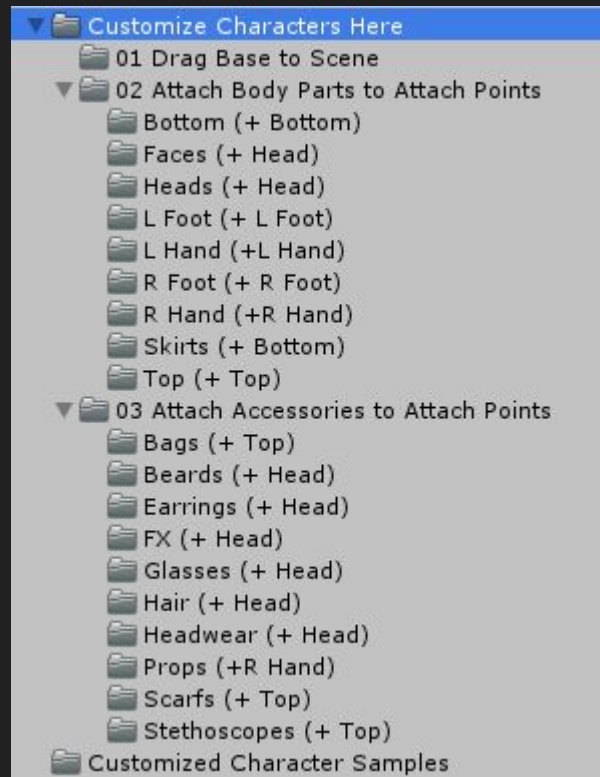


Galaxy Robots Pack 01

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

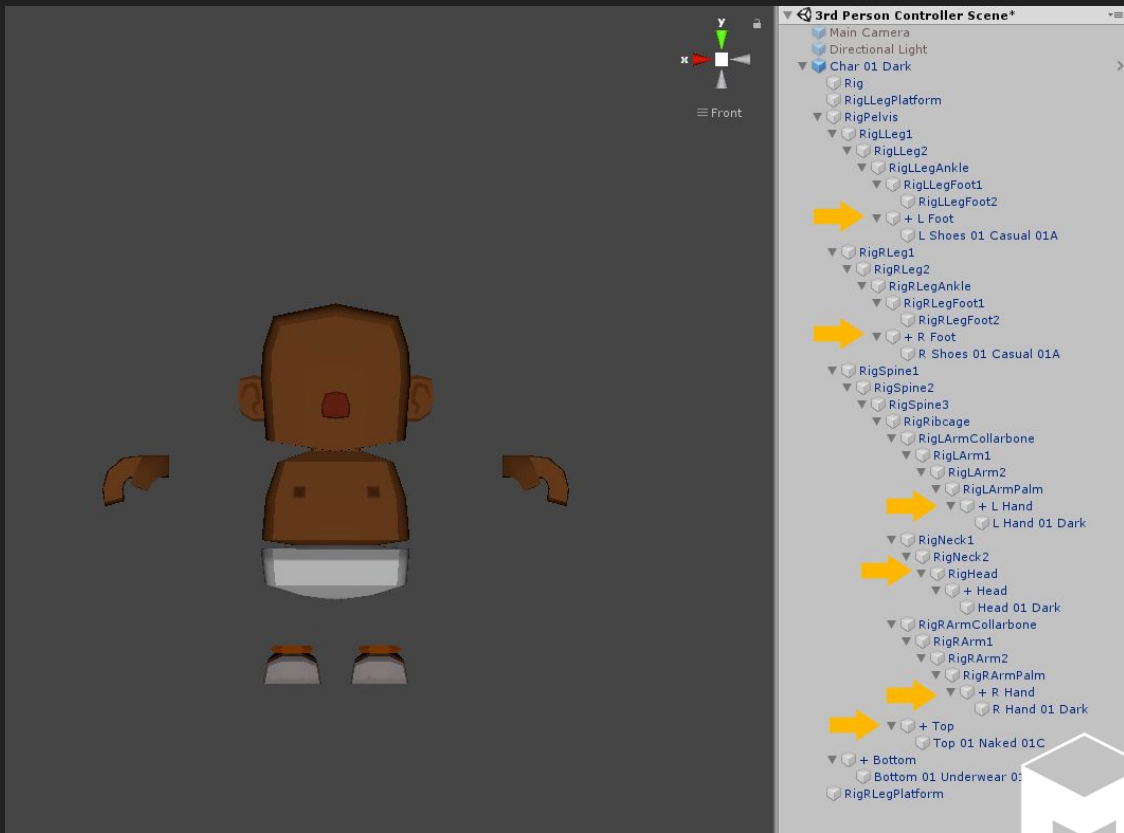
How to customize character in Super Hospital Pack?

- Expand 'Customize Character Here' folder
- We will be using these prefabs to customize the character.
- You will notice the brackets like (+ Bottom), (+ Head) etc on the folders. It tells you which attach point you should attach these prefabs to.
- You will learn more about attach points later.
- You can also check out the character samples that we have created in the 'Customized Character Samples' folder for inspiration!



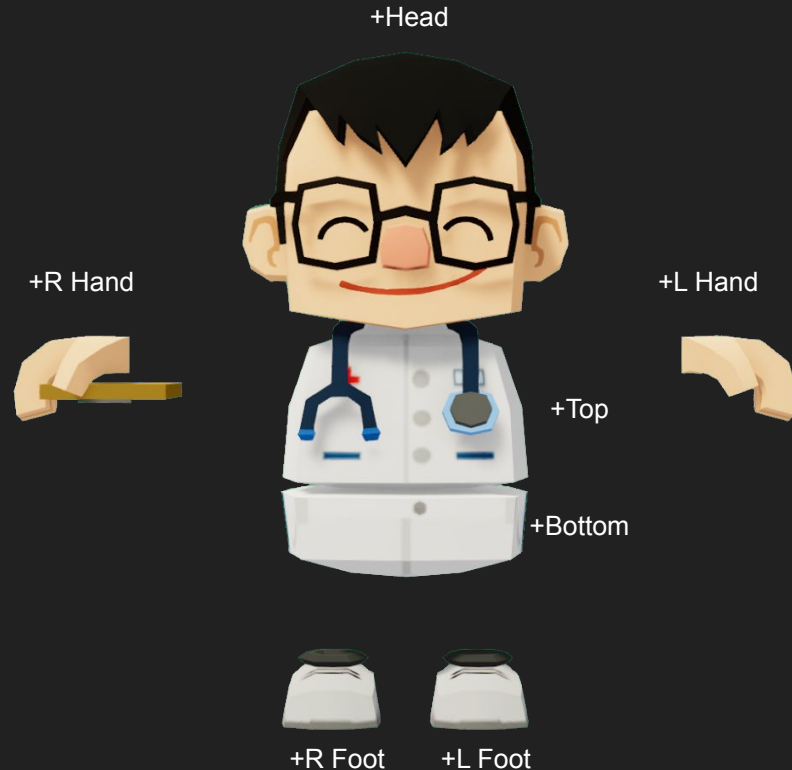
How to customize character in Super Hospital Pack?

- Drag any Base prefab to the scene. Choose a base that's more convenient for your creation. For eg, if I were to create a dark skin character, I will drag the dark skin base to start with.
- Expand the Base prefab and you should see the attach points child under some of the bones. For eg, (+ L Hand). (+ Top)
- These are the attach points where you will attach body parts and accessories to the character



How to customize character in Super Hospital Pack?

- Drag the prefabs in the folder for eg,
 - Face 01 to + Head
 - Top 01 Casual 01A to + Top
 - R Hand 01 Dark to + R Hand
- You can attach more than 1 prefab to 1 attach point



How to customize character in Super Hospital Pack?

- Note that we are using 1 standard short and long hair for all caps
- The top mesh on the hair is removed for optimization





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