3D

CHARACTERS PRO - CASUAL
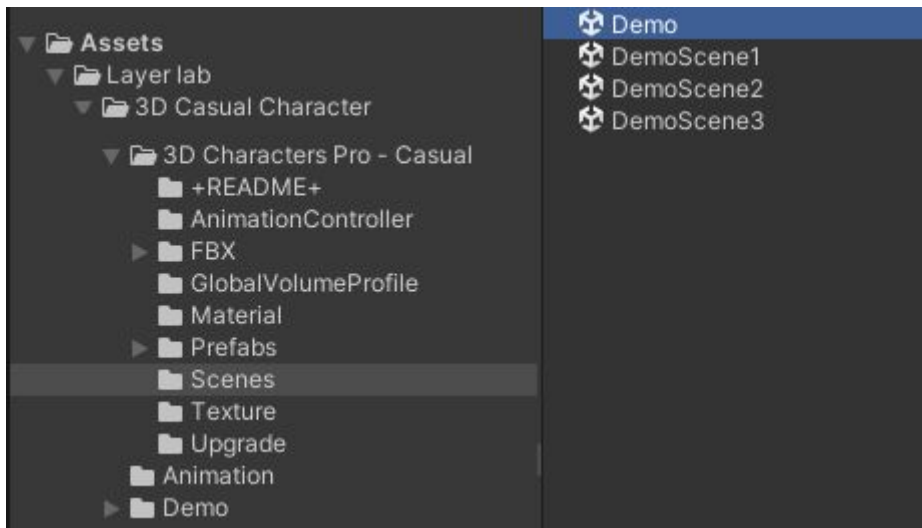
LAYER LAB

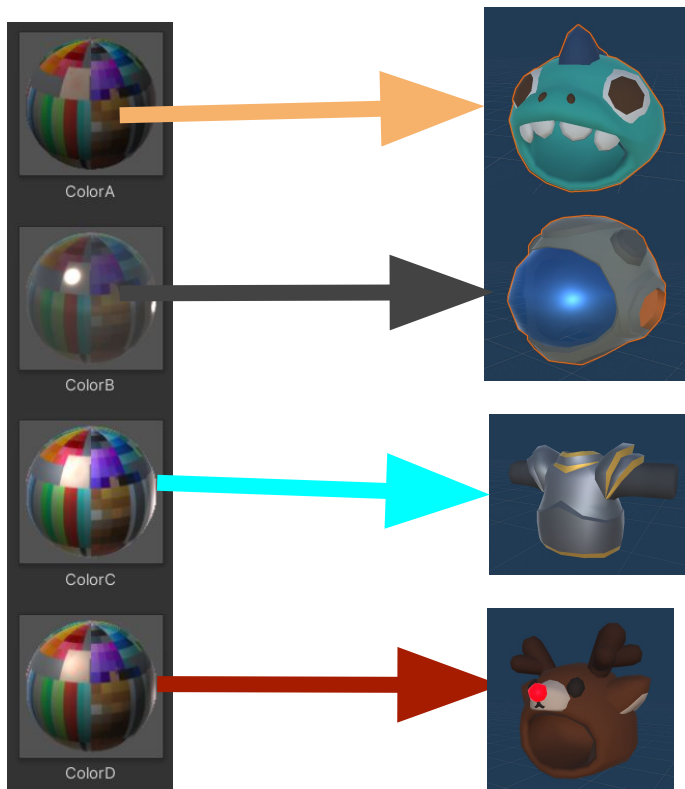All Animations are located in the path below.

02 Demo
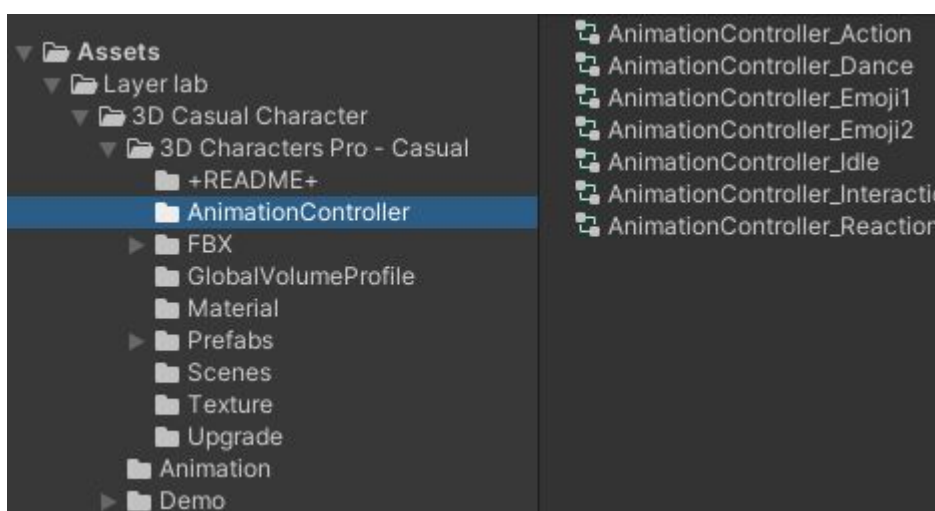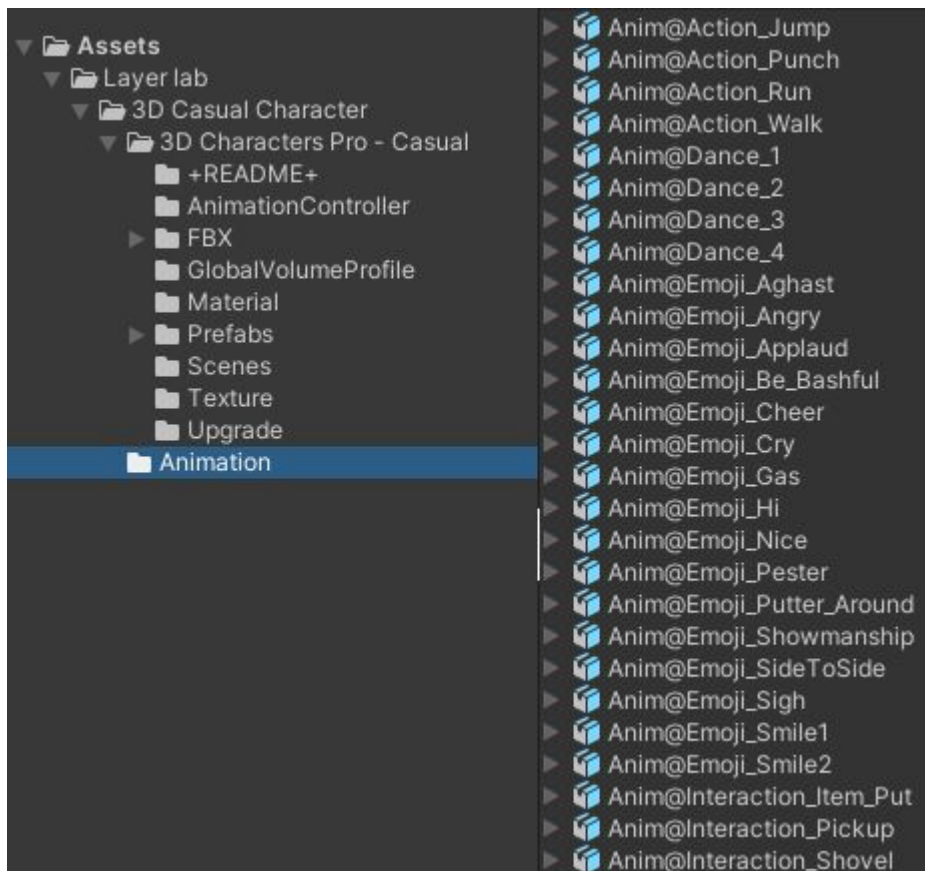
All Switches are located in the path below.


```
The GUI and Icon included in the pack are not
commercially available.
```
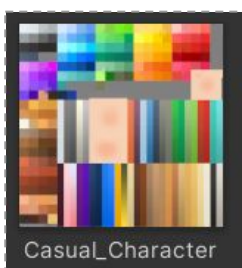
Feel free to use the model that best fits your workflow.

● **Material**

The color of an object looks different

depending on the material.

- **ColorA** Basic Material
- **ColorB** Transperant Material
- **ColorC** Metalness Material
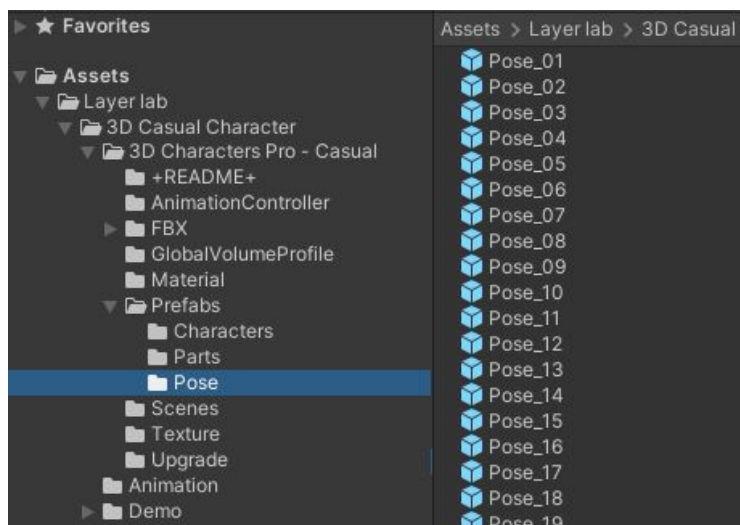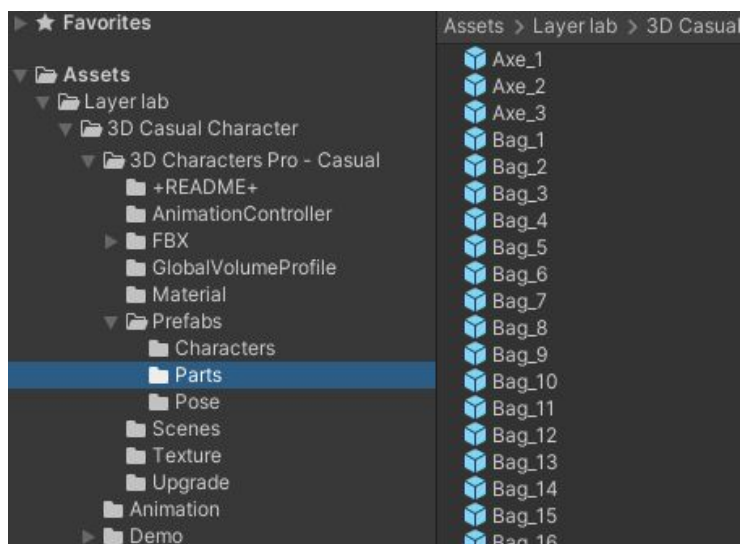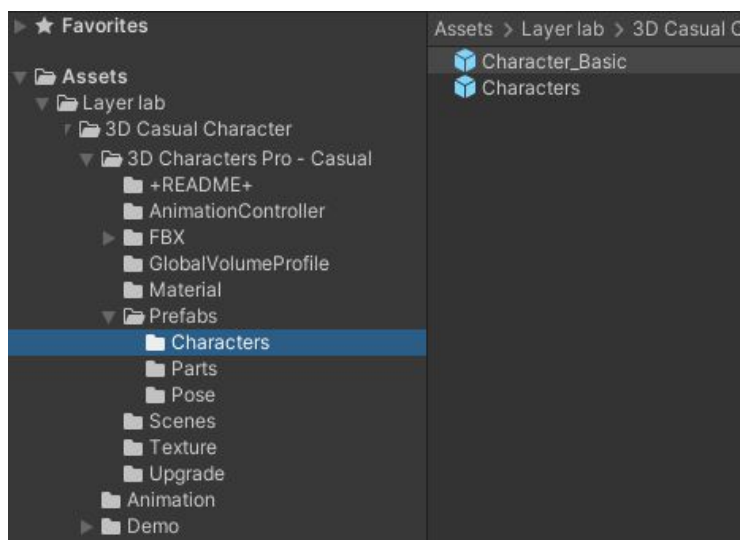- **ColorD** Emission Material

● **Texture**

The color of the object is affected by the
texture.
For speed and mobile use, all prefabs
share one Atlas texture.
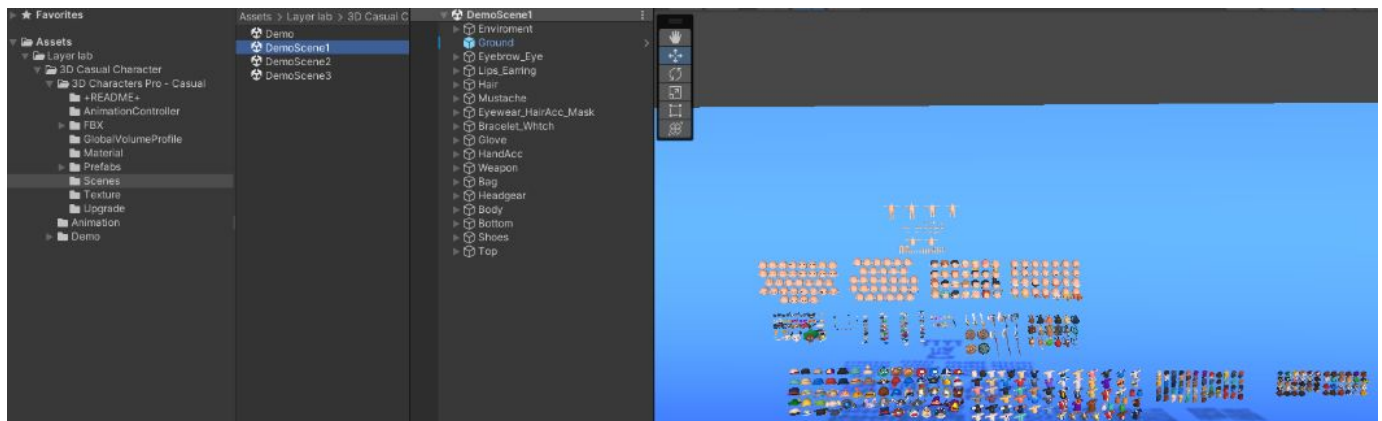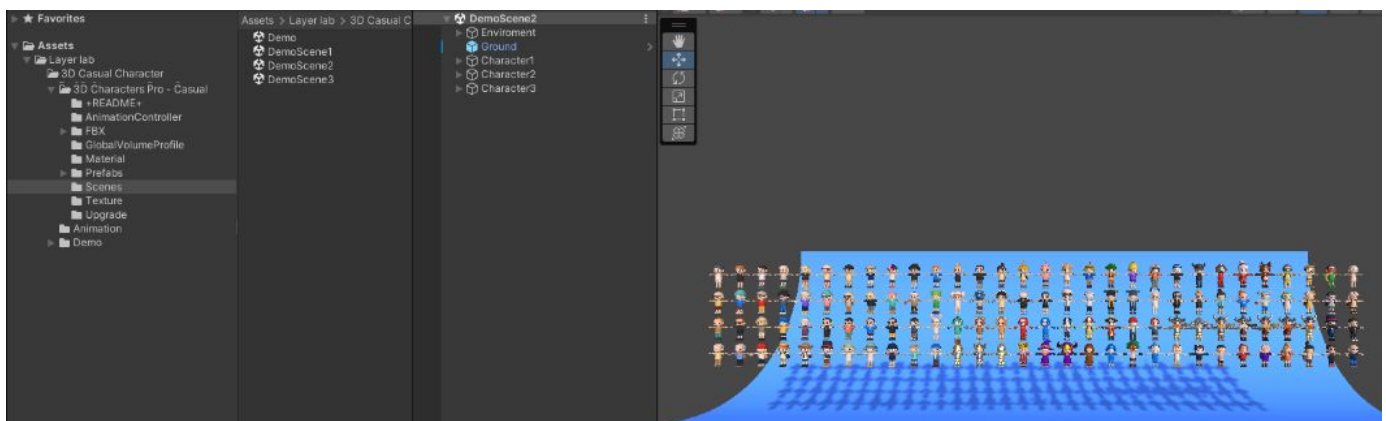
All Models pre-fabs are located in the path below.

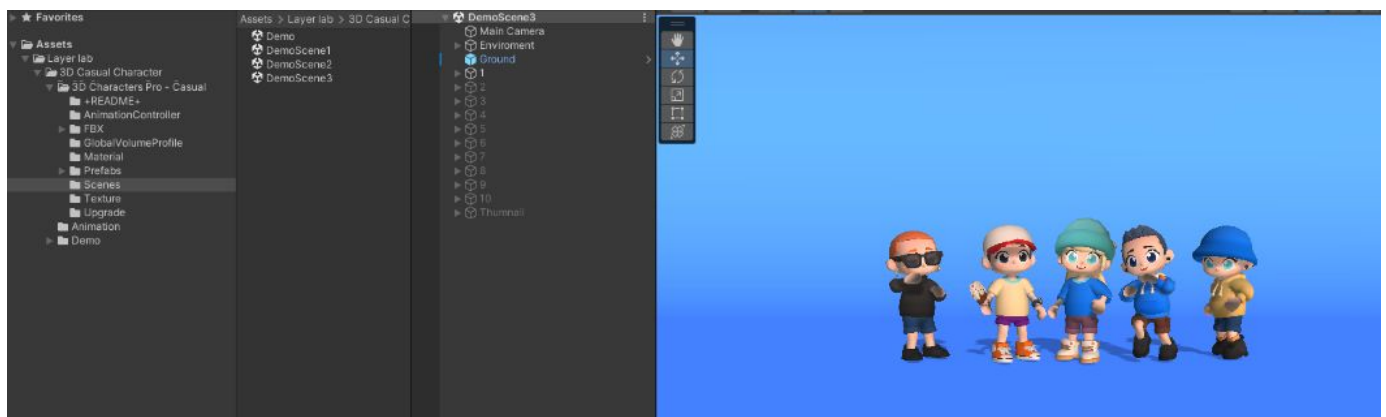You can preview the models in the scene.

Demoscene1


Demoscene2

Demoscene3

How to upgrade to LWRP / Universal Pipeline

Make sure your project is properly set up to use LWRP or Universal Pipeline.

Locate the '**3D Characters Pro - Casual > Upgrade > URP_10+**' folder, open the bundled integration package and import it into your project.

This will overwrite the standard shaders, custom shaders and materials available in LWRP.

You can also revert to standard materials by opening and importing the integrated package '3D Characters Pro - Casual > Upgrade > Built_In'.
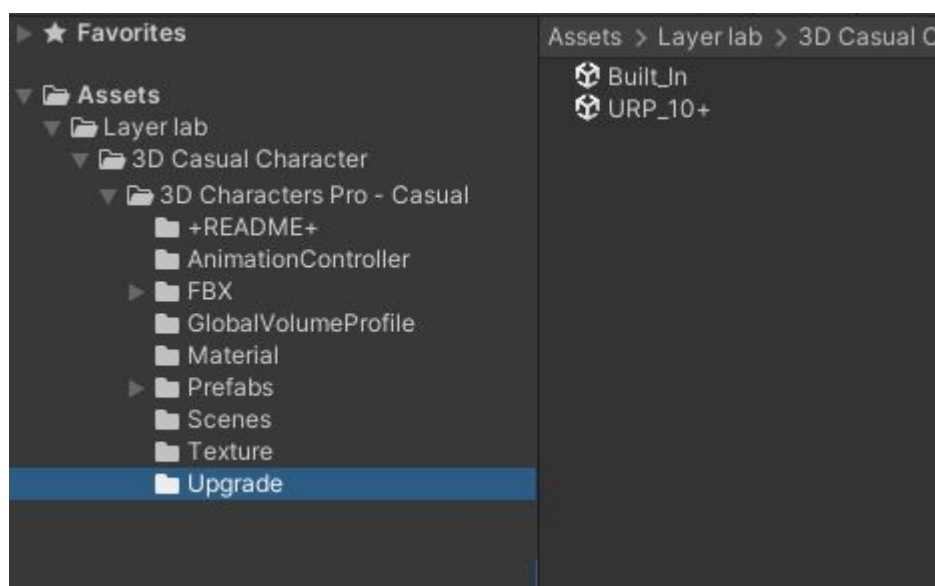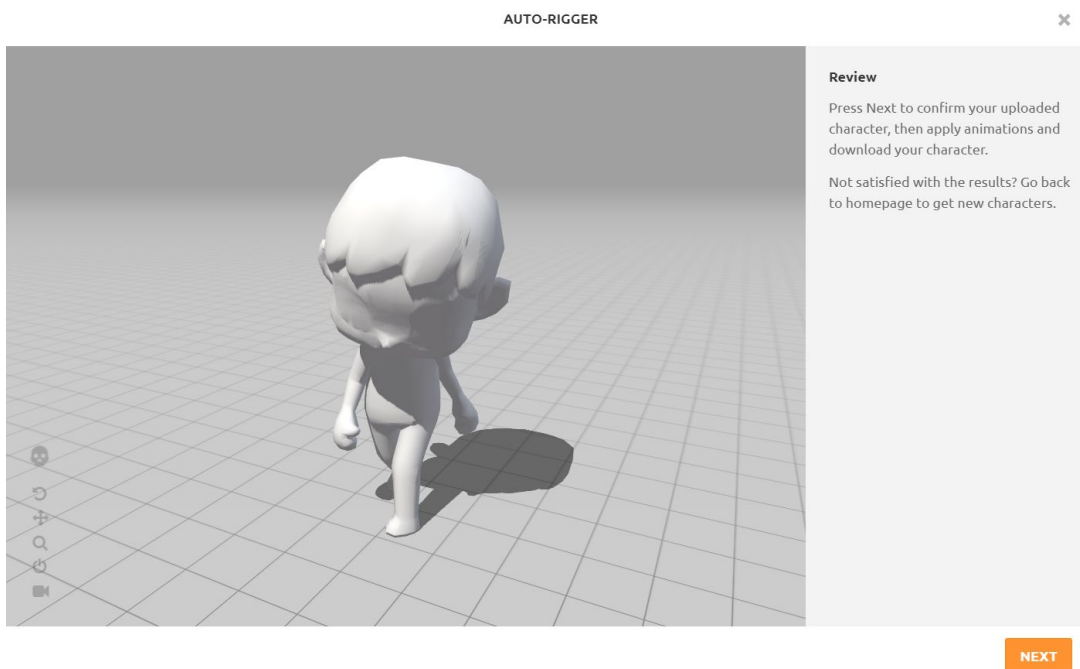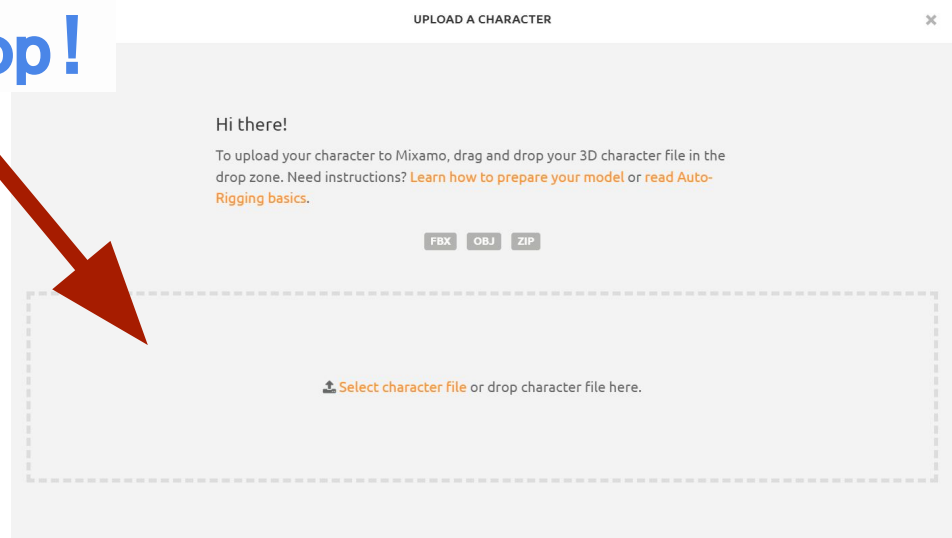
It's a **character basic** FBX file

If you want to extract animations from mixamo.

You can use this file.

Drag & Drop!

08 Character

FBX doesn't need to be exported separately

Open the entries of the characters in the folder

You can erase the hidden parts and use them

YOU CAN ERASE THE HIDDEN PARTS
AND USE THEM

THANK YOU