



URBAN MAN CHARACTER

VISUAL GUIDE

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01. CHARACTER COMBINATIONS.

Base mesh is made of 12 different parts rigged with the same avatar.



Three different clothing styles:

01_Suit with tie. (Man_Shirt_Casual and Man_Shirt_Open turned off)



02_Suit with open shirt. (Man_Shirt_Casual and Man_Shirt_Tie turned off)



03_Casual shirt. (Man_Shirt_Tie, Man_Shirt_Open and Man_Suit_Jacket turned off).



No Glasses. (Man_Glasses turned off).



No Hair. (Man_Hair and Man_Hair_Shadow turned off).



02. MATERIALS.

- Man Arms have one materia: M1_Head_Arms.
- Man Head have two materials: M1_Head_Arms and M1_Brows_Lashes.
- Man Eyes have two materials: M1_Eye_Color and M1_Eye_Sclera.
 - . Three different eyes color: green, blue and brown.
- Man Hair has three materials: M1_Hair_Base, M1_Hair_Strands and M1_Hair_Shadow.
- Man Glasses has two materials: M1_Glasses_Frame and M1_Glasses_Glass.
 - . Man Glasses become sunglasses changing M1_Glasses_Glass for M1_Glasses_Sunglass.
- Man Trousers Shoes has two materials: M1_Trousers and M1_Shoes.
 - . Three different trouser colors: grey, blue and black.
 - . Three different shoe colors: black, medium brown and dark brown.
- Man_Suit_Jacket, Man_Short_Tie and Man_Short_Open have the same material.
 - . Three different color options: grey/white, blue and black/white.
- Man Shirt_Casual has one material: M1_Shirt.
 - . Three different color options: white, blue and black.



03. CLOTHES COMBINATIONS.

- Each clothing style has three different color options; grey, blue and black.

Suit with tie Grey option.

Man_Suit_Jacket, Man_Shirt_Tie (Meshes) : M1_Suit_Shirt_Tie_01 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_01 and M1_Shoes_01 (Materials).



Suit with tie Blue option.

Man_Suit_Jacket, Man_Shirt_Tie (Meshes) : M1_Suit_Shirt_Tie_02 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_02 and M1_Shoes_02 (Materials).

Suit with tie Black option.

Man_Suit_Jacket, Man_Shirt_Tie (Meshes) : M1_Suit_Shirt_Tie_03 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_03 and M1_Shoes_03 (Materials).

Suit with open shirt Grey option.

Man_Suit_Jacket, Man_Shirt_Open (Meshes): M1_Suit_Shirt_Tie_01 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_01 and M1_Shoes_01 (Materials).



Suit with open shirt Blue option.

Man_Suit_Jacket, Man_Shirt_Open (Meshes): M1_Suit_Shirt_Tie_02 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_02 and M1_Shoes_02 (Materials).

Suit with open shirt Black option.

Man_Suit_Jacket, Man_Shirt_Open (Meshes): M1_Suit_Shirt_Tie_03 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_03 and M1_Shoes_03 (Materials).

Suit with casual shirt Grey option.

Man_Suit_Jacket, Man_Shirt_Casual (Meshes): M1_Shirt_01 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_01 and M1_Shoes_01 (Materials).



Suit with casual shirt Blue option.

Man_Suit_Jacket, Man_Shirt_Casual (Meshes): M1_Shirt_02 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_02 and M1_Shoes_02 (Materials).

Suit with casual shirt Black option.

Man_Suit_Jacket, Man_Shirt_Casual (Meshes): M1_Shirt_03 (Material).

Man_Trousers_Shoes (Mesh): M1_Trousers_03 and M1_Shoes_03 (Materials).

Note: product includes some prefabs that combine different colors.

04. EYES COLORS.

Green eyes option.



Blue eyes option.



Brown eyes option.



05. GLASSES OPTIONS.

Glasses.



Sunglasses.



06. HOW TO CREATE YOUR OWN PREFABS.

1._ Drag Urban_Man_Character_ (Base Mesh folder) in to Hierarchy Panel.

2._ Duplicate (Ctr+d) to avoid modifying base mesh in the project.

3._ Right click / Prefab / Unpack.

Right click / Delete the meshes as explained below to get your combination:

- **Suit with tie.** Delete the meshes Man_Shirt_Casual and Man_Shirt_Open.
- **Suit with open shirt.** Delete the meshes Man_Shirt_Casual and Man_Shirt_Tie.
- **Casual shirt.** Delete the meshes Man_Shirt_Tie, Man_Shirt_Open and Man_Suit_Jacket.
- **No Glasses.** Delete the mesh Man_Glasses.
- **No Hair.** Delete the meshes Man_Hair and Man_Hair_Shadow.

4._ Drag and drop your prefab in a Project folder.

07. MOVEMENT SCRIPT AND ANIMATION CONTROLLER SET UP.

How to add the movement Script and the Animation Controller provided to your custom Prefab:

1._ Select the prefab in Hierarchy Panel. In the Inspector Panel, in Animator / Controller section add Urban_Man_Character_Controller.

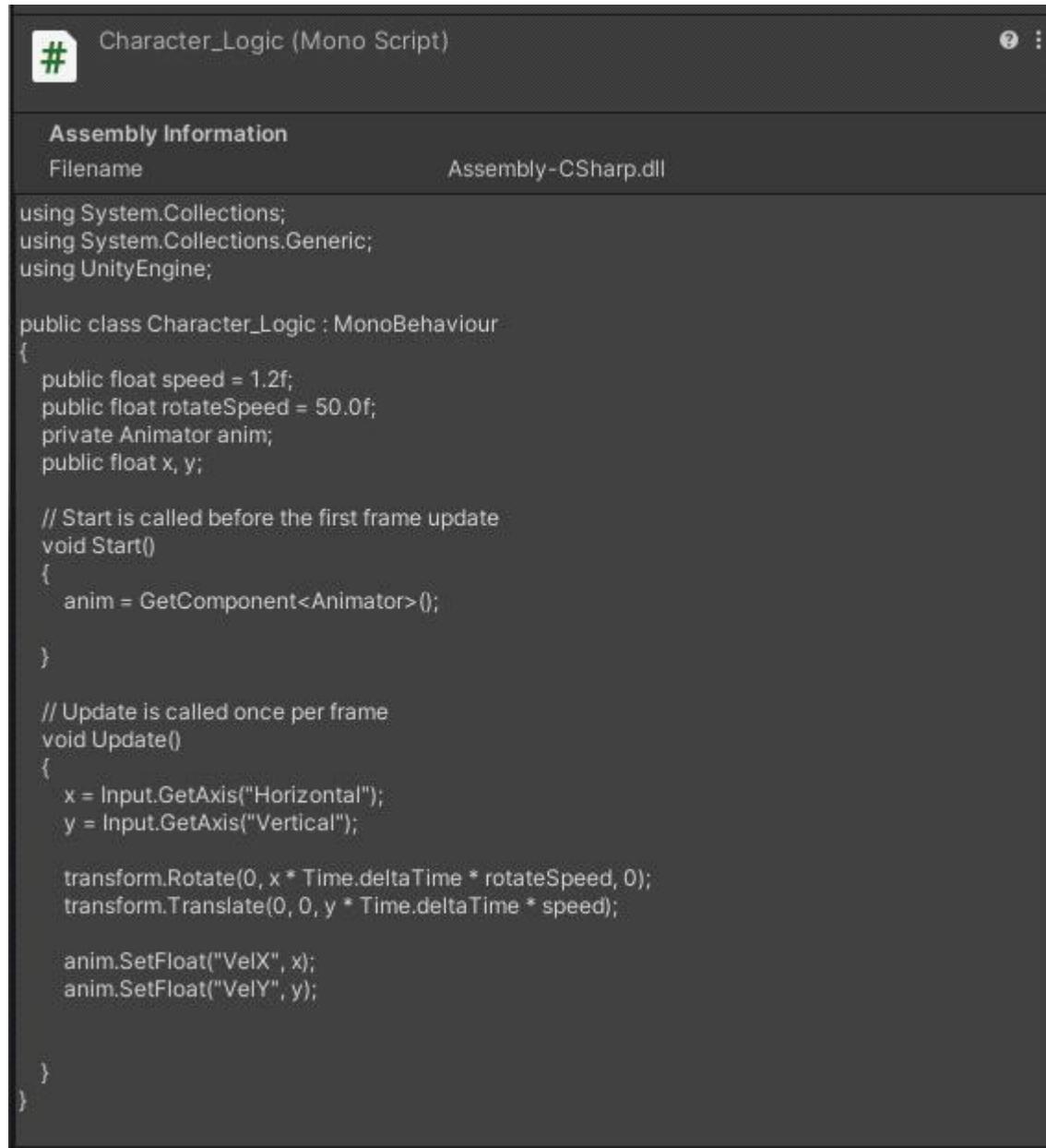
2._ Add Component / Scripts / Character_Logic.

3._ Add Component / Physics / Rigidbody. Constraints / Freeze Rotation in X, Y, Z. (To Avoid falling down of the character).

4._ Add Component / Physics / Capsule Collider. Edit Collider.

08. MOVEMENT SCRIPT AND ANIMATION CONTROLLER EXPLANATION.

- Basic movement script (WASD/Arrow key), linked to an animation controller with four animations (Idle, Turn left, Turn right, Walk Loop).



The screenshot shows the Unity Editor's Mono Script window for a character logic script named "Character_Logic". The window displays the assembly information and the C# script code.

```
# Character_Logic (Mono Script)
Assembly Information
Filename Assembly-CSharp.dll

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Character_Logic : MonoBehaviour
{
    public float speed = 1.2f;
    public float rotateSpeed = 50.0f;
    private Animator anim;
    public float x, y;

    // Start is called before the first frame update
    void Start()
    {
        anim = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        x = Input.GetAxis("Horizontal");
        y = Input.GetAxis("Vertical");

        transform.Rotate(0, x * Time.deltaTime * rotateSpeed, 0);
        transform.Translate(0, 0, y * Time.deltaTime * speed);

        anim.SetFloat("VelX", x);
        anim.SetFloat("VelY", y);
    }
}
```

- The Script (Character_Logic) explanation:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Character_Logic : MonoBehaviour
{
    // One public float for adjust traslation Speed ( speed )
    public float speed = 1.2f;

    // One public float for adjust rotation Speed ( rotate Speed )
    public float rotateSpeed = 50.0f;

    // One private variable for the component Animator of the Character ( anim )
    private Animator anim;

    // Two public floats to know if the character is moving. ( x,y )
    public float x, y;

    // Start is called before the first frame update
    void Start()
    {
        // Get Values for anim variable from Animator of the Character
        anim = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        // Get values for x with Keyboard input. ( Horizontal )
        x = Input.GetAxis("Horizontal");
    }
}
```

```
// Get values for y with Keyboard input. ( Vertical )
y = Input.GetAxis("Vertical");

// Transform.rotate function for rotating the character with Horizontal ( x ) input and
depending of the public float rotate Speed

transform.Rotate(0, x * Time.deltaTime * rotateSpeed, 0);

// Transform.translate function for moving the character with Vertical ( y ) input and depending of
the public float Speed

transform.Translate(0, 0, y * Time.deltaTime * speed);

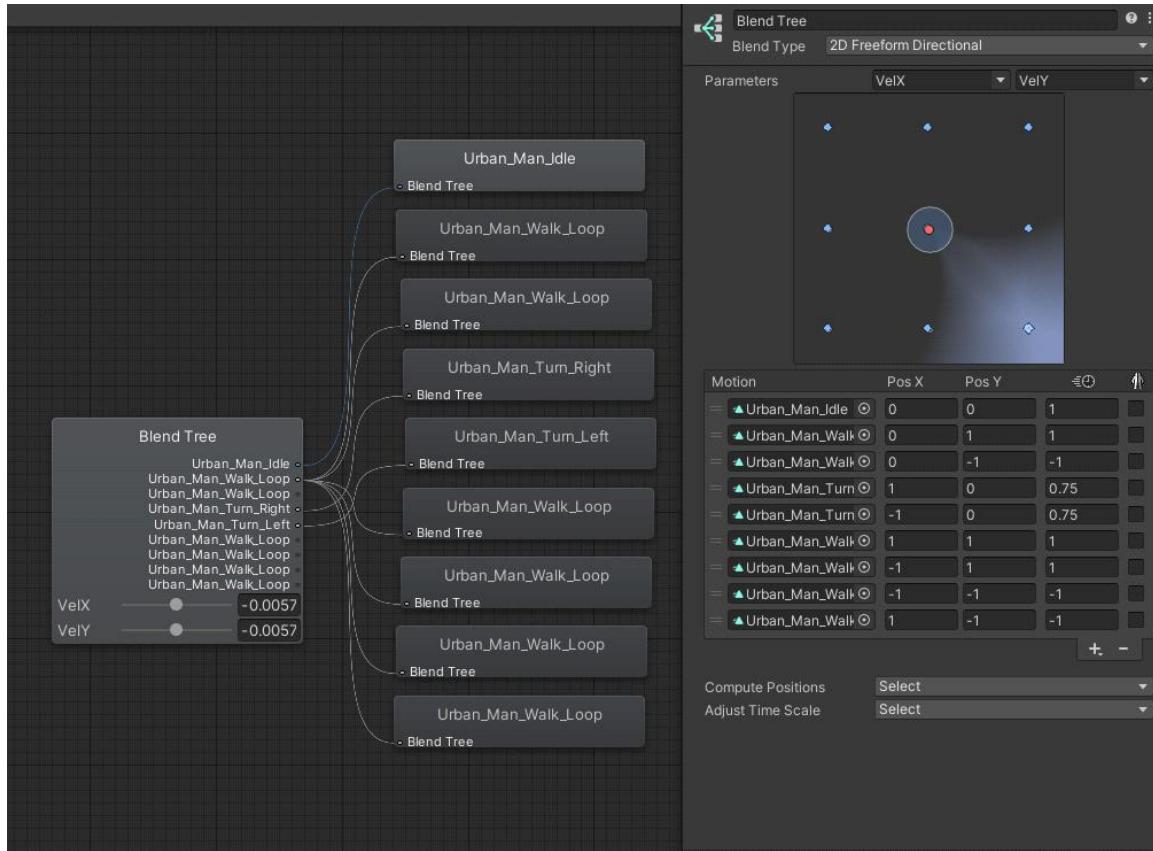
// Send values (x,y) to the parameters (VelX,VelY) of the Animator (anim) to affect transitions when
the character is moving

anim.SetFloat("VelX", x);
anim.SetFloat("VelY", y);

}

}
```

- The Animator Controller (Urban_Man_Character_Controller).



- Basic Blend Tree, Type 2D Freeform Directional.
- Two float variables (VelX, VelY) to set the parameters.
- Nine motion fields (Idle and all directions).
- Four animations (Idle, Turn left, Turn right, Walk Loop) for all the directions. When the character is going backwards ($\text{VelY} < 0$), the Walk Loop Speed is set to negative value (-1).

09. SCREENSHOTS AND VIDEO PREVIEWS SETTINGS

- _ Custom upr asset, light settings and background provided.
- _ Drag and drop Urban_Man_Lighting Settings in Lighting Settings in the Lighting Panel.
- _ Drag and drop Universal RP-UMC_Quality in Scriptable Render Pipeline Settings (Edit / Project Settings / Graphics) and in Rendering (Edit / Project Settings / Quality). This custom URP asset has URP_UMC_Renderer assigned in the Renderer List (or disable Post-processing in the Forward Renderer and assign it).

10. CONTACT

If you have any question please feel free to contact me: info@bear3d.com

Thank you very much.

Enjoy!

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