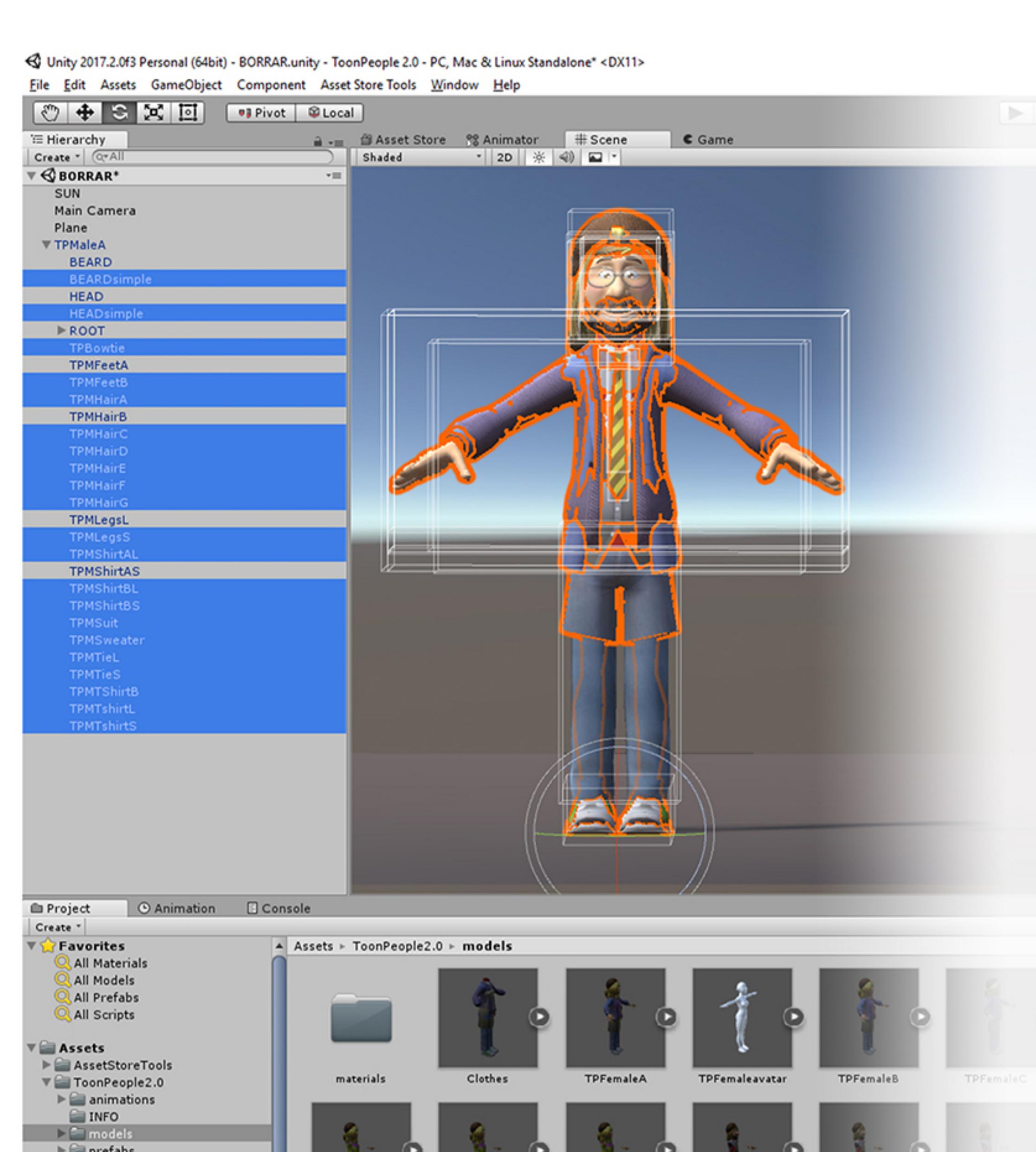
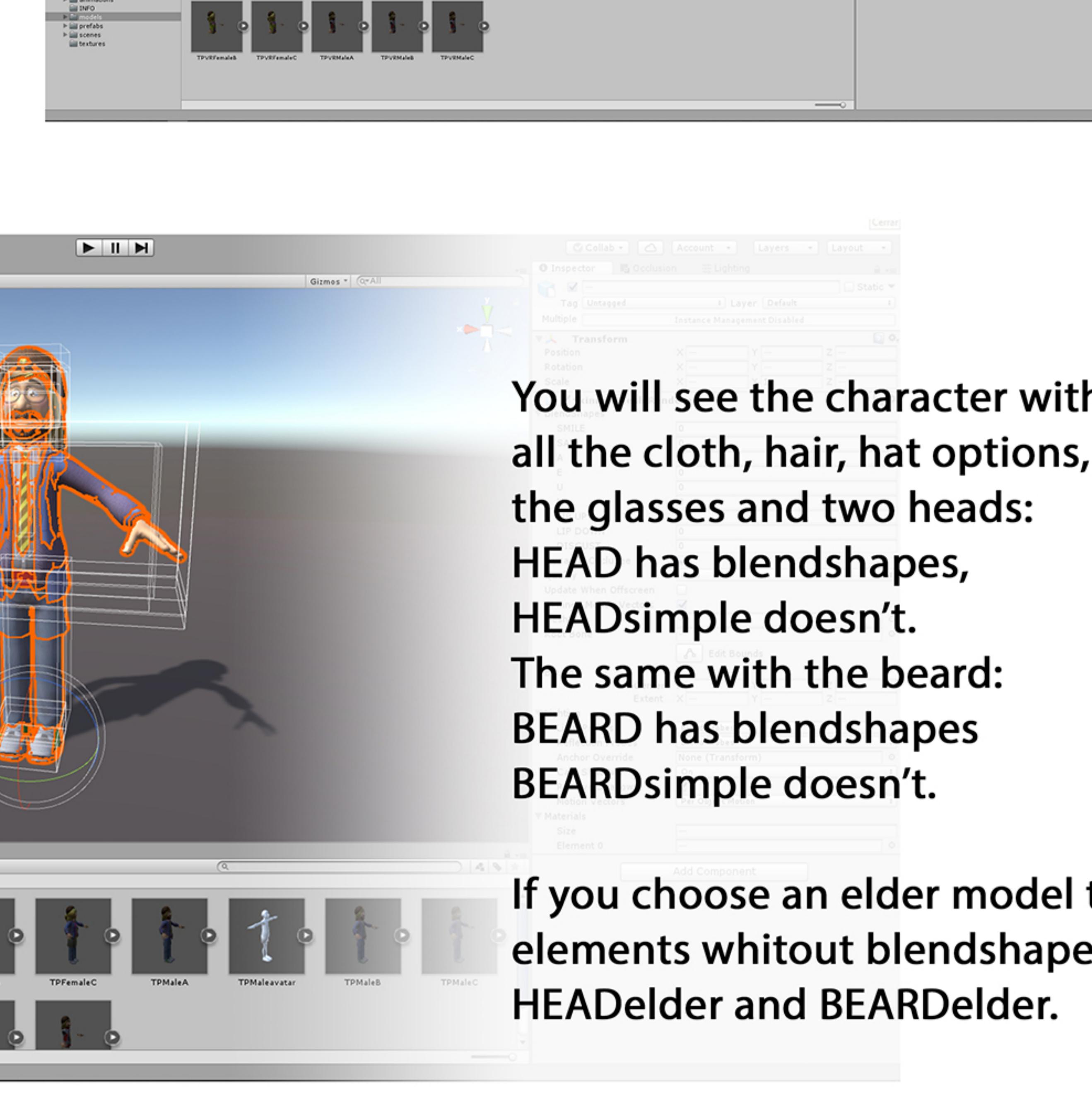


Let's create a character.

(Or check the Scripts document to find an easier way)

Choose one of the models in the models folder and place it into your scene.



You will see the character with all the cloth, hair, hat options, the glasses and two heads:
HEAD has blendshapes,
HEADsimple doesn't.
The same with the beard:
BEARD has blendshapes
BEARDsimple doesn't.

If you choose an elder model the elements without blendshapes are HEADelder and BEARDerlder.

Deactivate or erase all the options you don't want.

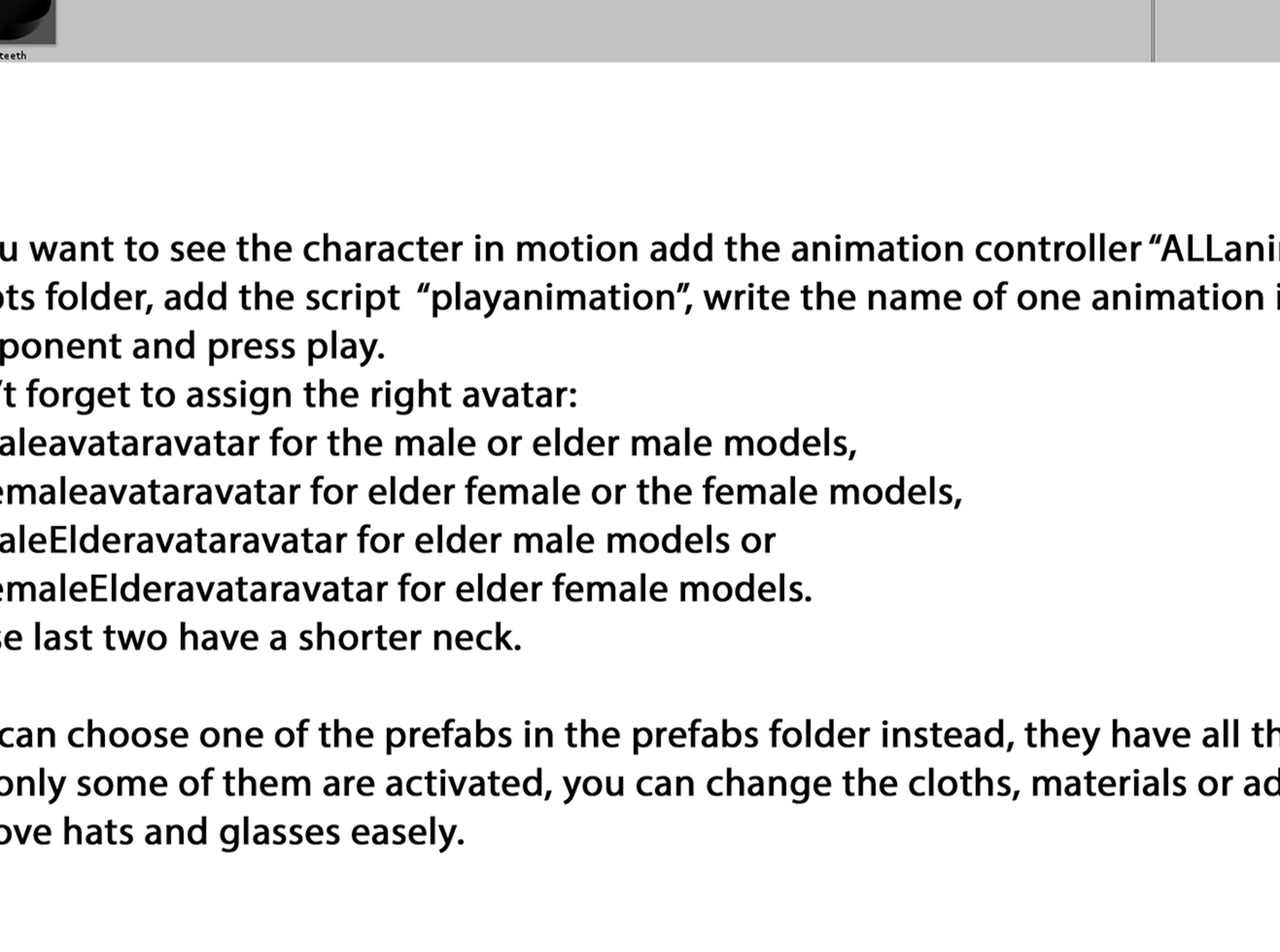


Now let's choose the materials. You can check the visual guides included in the documentation folder to have a quick idea about the look of every model, their material options and the folder where you can find them.

All the materials are standard shaders.

TPMaleA...C		
name	look	comment
	male	material
HEAD	with blendshapes	TPMaleA01....04
HEADsimple	no blendshapes	TPMaleA01....04
BEARD	with blendshapes	TPMaleB01....04
BEARDsimple	no blendshapes	TPMaleB01....04
TPMaleA		TPMaleA01....03
TPMaleB		TPMaleB01....03
TPMaleC		TPMaleC01....03
TPMaleD		TPMaleD01....03
TPMaleE		TPMaleE01....03
TPMaleF		TPMaleF01....03
TPMaleG		TPMaleG01....03
TPMaleHAL		TPMaleHAL01....
TPMaleHAS		TPMaleHAS01....
TPMaleHBL		TPMaleHBL01....
TPMaleHBS		TPMaleHBS01....
TPMaleHL		TPMaleHL01....
TPMaleHS		TPMaleHS01....
TPMaleHBL		TPMaleHBL01....
TPMaleHBS		TPMaleHBS01....
TPMaleHL		TPMaleHL01....
TPMaleHS		TPMaleHS01....
Glasses	glasses A_F 01...	
TPMaleL		TPMaleL01....
TPMaleS		TPMaleS01....
TPMaleW		TPMaleW01....
Glasses		
TPMaleT		TPMaleT01....
TPMaleB		TPMaleB01....

TPFemaleA...C		
name	look	comment
	female	material
HEAD	with blendshapes	TPFemaleA01....12
HEADsimple	no blendshapes	TPFemaleA01....12
TPFemaleA		TPFemaleA01....03
TPFemaleB		TPFemaleB01....03
TPFemaleC		TPFemaleC01....03
TPFemaleD		TPFemaleD01....03
TPFemaleE		TPFemaleE01....03
TPFemaleF		TPFemaleF01....03
TPFemaleG		TPFemaleG01....03
TPFemaleH		TPFemaleH01....03
TPFemaleI		TPFemaleI01....03
TPFemaleJ		TPFemaleJ01....03
TPFemaleK		TPFemaleK01....03
TPFemaleL		TPFemaleL01....03
TPFemaleM		TPFemaleM01....03
TPFemaleN		TPFemaleN01....03
TPFemaleO		TPFemaleO01....03
TPFemaleP		TPFemaleP01....03
TPFemaleQ		TPFemaleQ01....03
TPFemaleR		TPFemaleR01....03
TPFemaleS		TPFemaleS01....03
TPFemaleT		TPFemaleT01....03
TPFemaleU		TPFemaleU01....03
TPFemaleV		TPFemaleV01....03
TPFemaleW		TPFemaleW01....03
TPFemaleX		TPFemaleX01....03
TPFemaleY		TPFemaleY01....03
TPFemaleZ		TPFemaleZ01....03
TPFemaleAA		TPFemaleAA01....
TPFemaleBB		TPFemaleBB01....
TPFemaleCC		TPFemaleCC01....
TPFemaleDD		TPFemaleDD01....
TPFemaleEE		TPFemaleEE01....
TPFemaleFF		TPFemaleFF01....
TPFemaleGG		TPFemaleGG01....
TPFemaleHH		TPFemaleHH01....
TPFemaleII		TPFemaleII01....
TPFemaleJJ		TPFemaleJJ01....
TPFemaleKK		TPFemaleKK01....
TPFemaleLL		TPFemaleLL01....
TPFemaleMM		TPFemaleMM01....
TPFemaleNN		TPFemaleNN01....
TPFemaleOO		TPFemaleOO01....
TPFemalePP		TPFemalePP01....
TPFemaleQQ		TPFemaleQQ01....
TPFemaleRR		TPFemaleRR01....
TPFemaleTT		TPFemaleTT01....
TPFemaleUU		TPFemaleUU01....
TPFemaleVV		TPFemaleVV01....
TPFemaleWW		TPFemaleWW01....
TPFemaleXX		TPFemaleXX01....
TPFemaleYY		TPFemaleYY01....
TPFemaleZZ		TPFemaleZZ01....
TPFemaleAA		TPFemaleAA01....
TPFemaleBB		TPFemaleBB01....
TPFemaleCC		TPFemaleCC01....
TPFemaleDD		TPFemaleDD01....
TPFemaleEE		TPFemaleEE01....
TPFemaleFF		TPFemaleFF01....
TPFemaleGG		TPFemaleGG01....
TPFemaleHH		TPFemaleHH01....
TPFemaleII		TPFemaleII01....
TPFemaleJJ		TPFemaleJJ01....
TPFemaleKK		TPFemaleKK01....
TPFemaleLL		TPFemaleLL01....
TPFemaleMM		TPFemaleMM01....
TPFemaleNN		TPFemaleNN01....
TPFemaleOO		TPFemaleOO01....
TPFemalePP		TPFemalePP01....
TPFemaleQQ		TPFemaleQQ01....
TPFemaleRR		TPFemaleRR01....
TPFemaleTT		TPFemaleTT01....
TPFemaleUU		TPFemaleUU01....
TPFemaleVV		TPFemaleVV01....
TPFemaleWW		TPFemaleWW01....
TPFemaleXX		TPFemaleXX01....
TPFemaleYY		TPFemaleYY01....
TPFemaleZZ		TPFemaleZZ01....



If you want to see the character in motion add the animation controller "ALLAnimations" in the scripts folder, add the script "playanimation", write the name of one animation in the script component and press play.

Don't forget to assign the right avatar:
TPMaleAvatar for the male or elder male models,
TPFemaleAvatar for elder female or the female models,
TPMaleElderAvatar for elder male models or
TPFemaleElderAvatar for elder female models.

These last two have a shorter neck.

You can choose one of the prefabs in the prefabs folder instead, they have all the options but only some of them are activated, you can change the cloths, materials or add or remove hats and glasses easily.

Any doubts? Please write me on my email address: jbgaraza@jb3d.es