

Chef | Stylized Toon Character | 1.0.0

Thank you for purchasing this character. If you have any question about it, feel free to send an email to: yo@nicoplv.com.

Basic Setup Tutorial

The character is already setup with an animator, the collider and a face animator in a prefab. Two different versions exist, one in “high quality” and one in “low quality” for mobile platform. To use the character in your project, you just have to drag and drop the prefab you want use from the folder “StylizedToonCharacters/Chef/Prefabs/” in your scene.

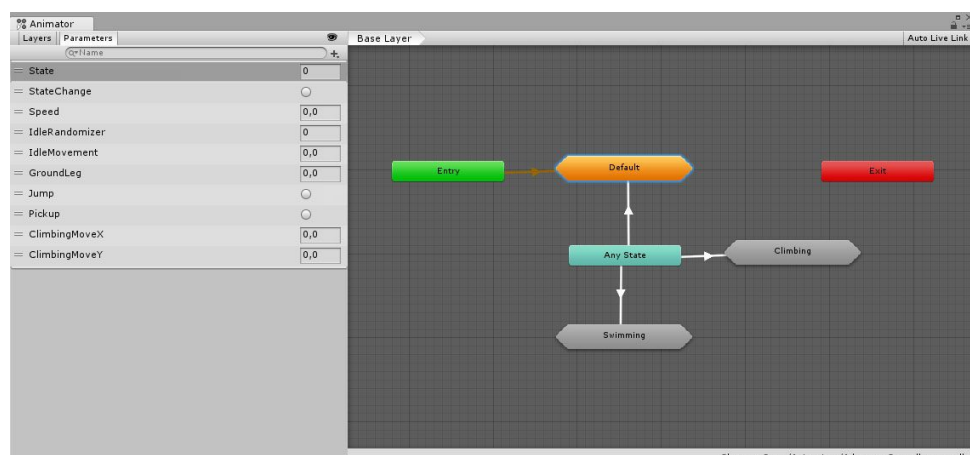
Animator Controller

The animator controller is divide in 3 sub-state machines:

- Default, who manage the idle, walk, run, jump and pickup animations
- Swimming, who manage the swimming animations
- Climbing, who manage the climbing animations

The animator controller has 10 animation parameters:

- State, used to switch between one of the 3 sub-state machines define previously
- StateChanged, used to apply the switch
- Speed, used to define the speed of the character when he run or swim
- IdleRandomizer, used by the idle randomizer machine
- IdleMovement, used by the idle randomizer machine
- GroundLeg, used by the animation to define the leg on the floor
- Jump, used to start a jump
- Pickup, used to start pickup something
- ClimbingMoveX, used to define the horizontal movement of the climbing
- ClimbingMoveY, used to define the vertical movement of the climbing



Switch Between two States

To switch between two state, you just need to update the animation parameters like that:

```
animator.SetInteger("State", STATE_INDEX);  
animator.SetTrigger("StateChange");
```

With STATE_INDEX representing the value of the state you want switch to. Here is the list of the index of the state: 0 : default, 1 : swimming, 2 : climbing

Update Speed

To change the walk/swim speed, you just need to update the animation parameters like that:

```
animator.SetFloat("Speed", VALUE);
```

Update Climbing Movement

To change the direction of the movement during the climbing state, you just need to update the animation parameters like that:

```
animator.SetFloat("ClimbingMoveX", VALUE_X);  
animator.SetFloat("ClimbingMoveY", VALUE_Y);
```

Jump or Pickup

To jump, you just need to update the animation parameters like that:

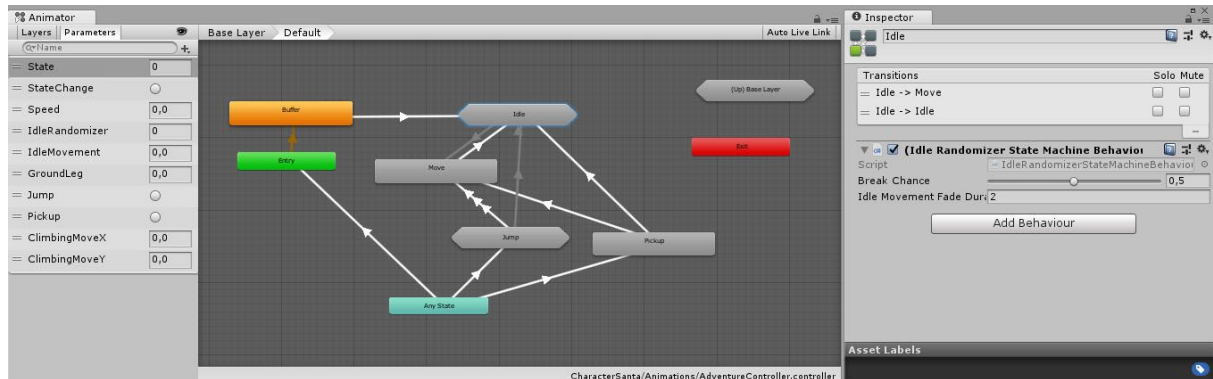
```
animator.SetTrigger("Jump");
```

To pick up, you just need to update the animation parameters like that:

```
animator.SetTrigger("Pickup");
```

Idle Randomizer

An idle randomizer is included in the animator, its work is to try to make the idle animation less repetitive. For that, it automatically blends to idle animation randomly and it playing randomly a “idle break” animation. You can adjust some variable of this randomizer by selecting the Idle sub-state machine on the default sub-state.



The BreakChance parameter allows you to change the percentage of chance the character will play a “idle break” animation.

The IdleMovementFadeDuration parameter allows you to change the duration of the blend between the different idle animations.

Face Animator

Face animator is a script to help you to manage the switch between the eye and mouth sprites of the character.

To set the mouth, use this method (VALUE >> FaceAnimator.MouthExpressions):

```
faceAnimator.SetMouth(VALUE);
```

To set the left eye, use this method (VALUE >> FaceAnimator.EyeExpressions):

```
faceAnimator.SetLeftEye(VALUE);
```

To set the right eye, use this method (VALUE >> FaceAnimator.EyeExpressions):

```
faceAnimator.SetRightEye(VALUE);
```

Dynamic Bone Integration

The character is ready to use [Dynamic Bone Plugin](#), if you bought this asset, here is a little help to integrate it with this character.

Go in the menu Window >> Auto Set Dynamic Bones, if you have dynamic bone in your project, you will have a message saying "Dynamic bone found!", click on ok and wait the end of the script compilation. And go again in the menu Window >> Auto Set Dynamic Bones.

When the "Auto Set Dynamic Bones" window is open, select your character on the scene and select the character type in the dropdown menu, then click on the button "Auto Set".