

CHARACTER EDITOR

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 - Add armor parts/ weapons / accessorizes
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CHARACTER EDITOR PACKAGE

The package contains

1 Skinned human male character mesh with 3 LOD
1 Skinned Long robe mesh with 3 LOD
1 Skinned short robe mesh with 3 LOD
1 Skinned cloak mesh with 3 LOD

7 Hair texture parts * 4 colors
14 Hair meshes *4 colors

12 Beard texture parts *4 colors
5 Beard meshes *4 colors

9 Modular Armor meshes and textures:
Each armor part has 3 LOD level

Cleric 1 : 7 Separated Textures for body Skin, 6 Armor Meshes + cloak texture
Sorcerer 1 : 7 Separated Textures for body Skin, 8 Armor Meshes + cloak texture
BattleMage 1 : 7 Separated Textures for body Skin, 8 Armor Meshes + cloak texture
Brigand 1 : 7 Separated Textures for body Skin, 10 Armor Meshes + cloak texture
Ranger 1 : 7 Separated Textures for body Skin, 10 Armor Meshes + cloak texture
Assassin 1 : 7 Separated Textures for body Skin, 10 Armor Meshes + cloak texture
Soldier 1 : 7 Separated Textures for body Skin, 10 Armor Meshes + cloak texture
Knight 1 : 7 Separated Textures for body Skin, 10 Armor Meshes + cloak texture
Barbarian 1 : 7 Separated Textures for body Skin, 10 Armor Meshes + cloak texture
Cleric 2 : 7 Separated Textures for body Skin, + cloak texture
Sorcerer 2 : 7 Separated Textures for body Skin, + cloak texture

PROJECT STRUCTURE & NAMING CONVENTION

STRUCTURE

To function properly, the character editor folder has to be at the right place in your project folder under : YourProject\Assets

The script function in 2 parts with 2 textures

Texture 1 for the body skin

Texture 2 for the armor parts

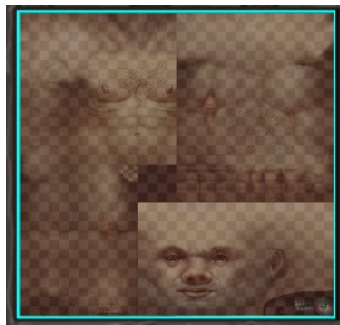
Texture 1

The body texture

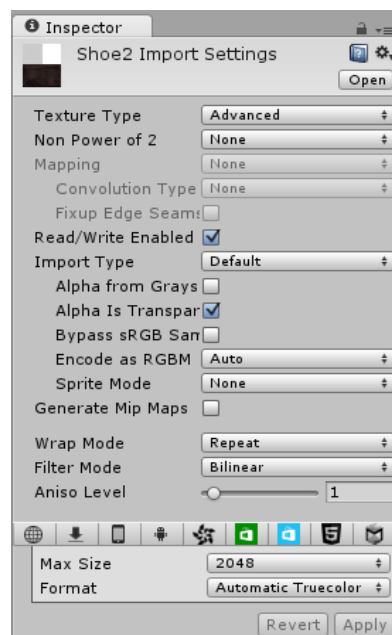
This texture is made from smaller textures. The script replaces pixels based on transparency alpha. The script uses the nomenclature to get Texture2d inside the project folder.

Texture name finish by 0,1,2,3,4...

If one texture is missing in the list (for example 0,1,3,4...) an error will occur, so keep folder and name clean.



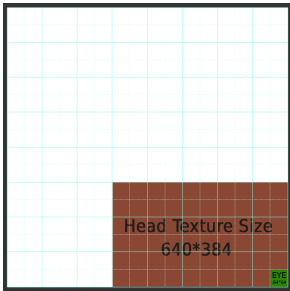
All smaller texture parts have to be PNG. Follow this export settings to work properly :



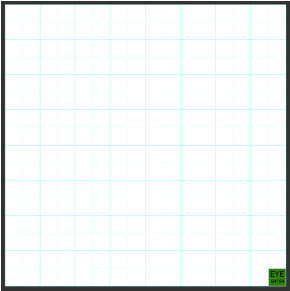
The smaller textures of the body are applied one after the other in this order, at specific area of pixels.

- 1 Skin Color 1024*1024 the atlas texture base for all the other textures
- 2 Skin Face 1024*1024 the atlas texture base for all the other textures

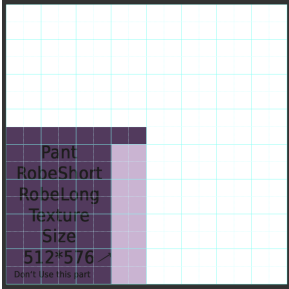
- 3 Eyebrow 640*384
- 4 Scars 640*384 this group of textures is applied here in the main atlas
- 5 Beard 640*384
- 6 HairSkull 640*384
- 7 HeadAdd 640*384



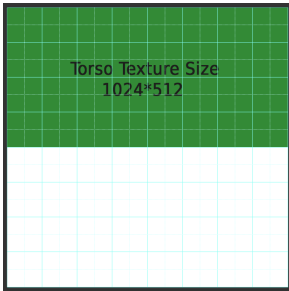
- 8 Eye 64*64



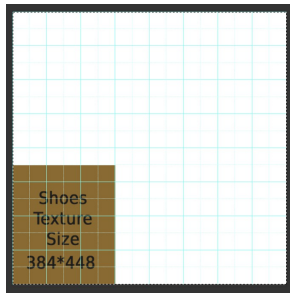
- 9 Pant 512*576



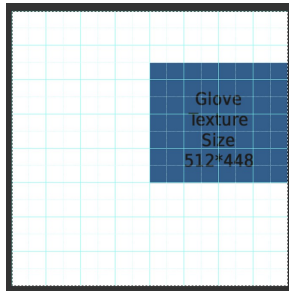
- 10 Torso 1024*512



11 Shoes 384*448

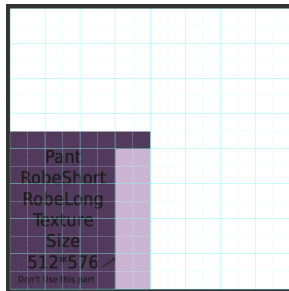


12 Glove 512*448

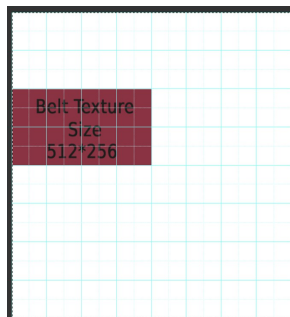


13 RobeLong 512*576

14 RobeShort 512*576



15 Belt 512*256



The script applies the textures one above the other as layers. So if you launch the script (1 or 2) from the beginning all textures are reapplied.
For example, if you change shoes texture (11), then all the following textures (12, 13, 14 & 15) will be applied.

Texture 2 The Armor Part texture



This texture receives all the textures of the armor part (weapons and accessorizes) that are equipped on the character

To work properly:

All the weapon assets (texture, mesh, material) name start by : W_ (for weapon)

Example: W_Sword_etc...

All the armor part assets (texture, mesh, material) name start by A_ (for armor)

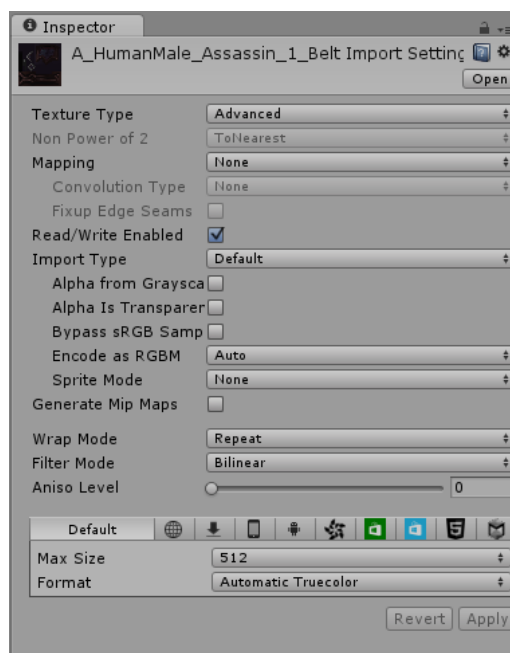
Example: A_Race_Class_ArmorPart_

The texture displayed is only a feedback of the output texture.

On save function, the script packs all the textures and replaces UW's for each armor part and LOD's.

Each armor/hairModel/beardModel or weapon has a unique texture.

All the textures for armor/hairModel/beardModel and weapons have to be PNG 512*512 read/WriteEnabled to work properly. See below the export setting :



ADD STUFF TO THE BODY TEXTURE

Texture Skin

To add more stuff to the character editor, you have to put the texture inside the right folder. The texture you put has to be ``read /write enabled`` and has the proper size and name.

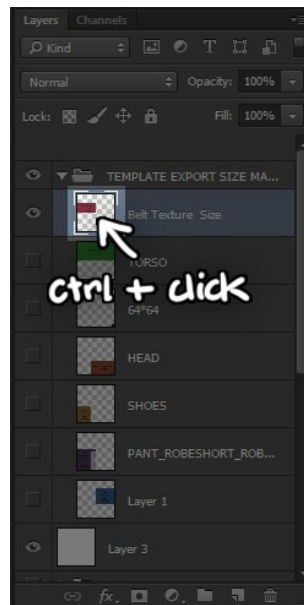
See the HumanMale_TextureTemplate.psd in Photoshop.

When you export a texture, crop the document to the texture size, then save you texture part in the right folder.

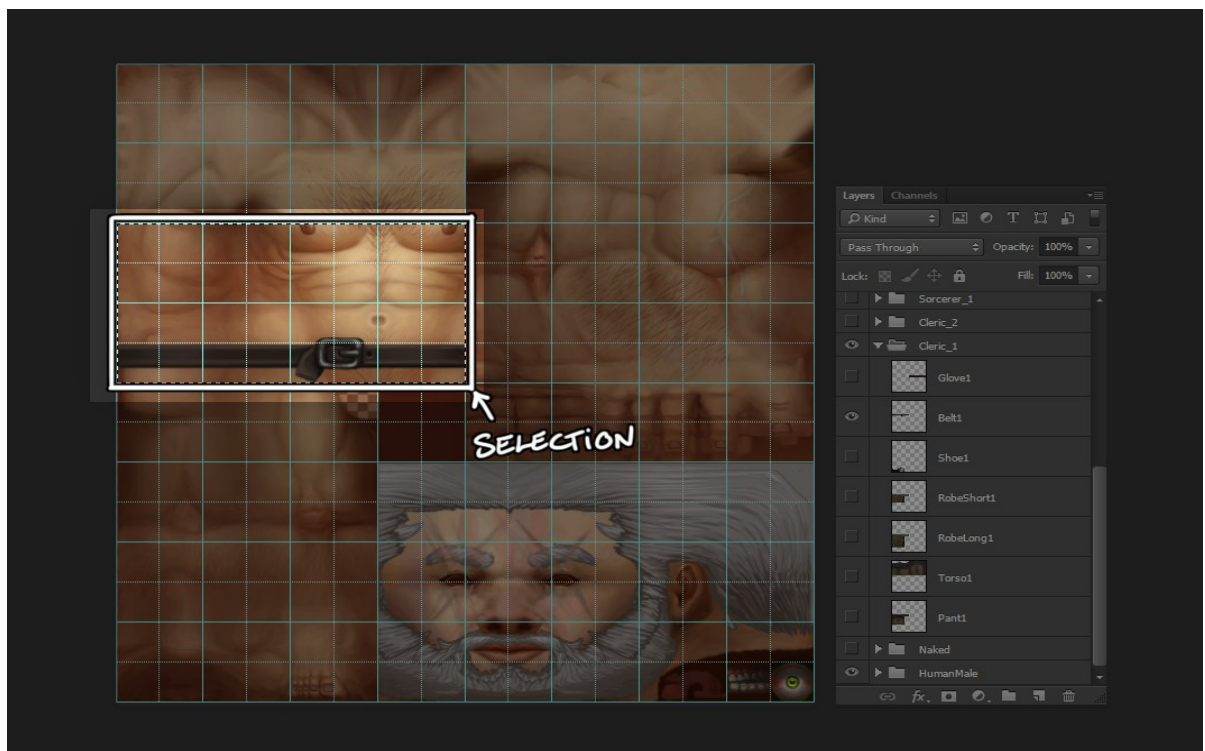
Example of the belt :

In Photoshop, open the HumanMale_TextureTemplate.psd.

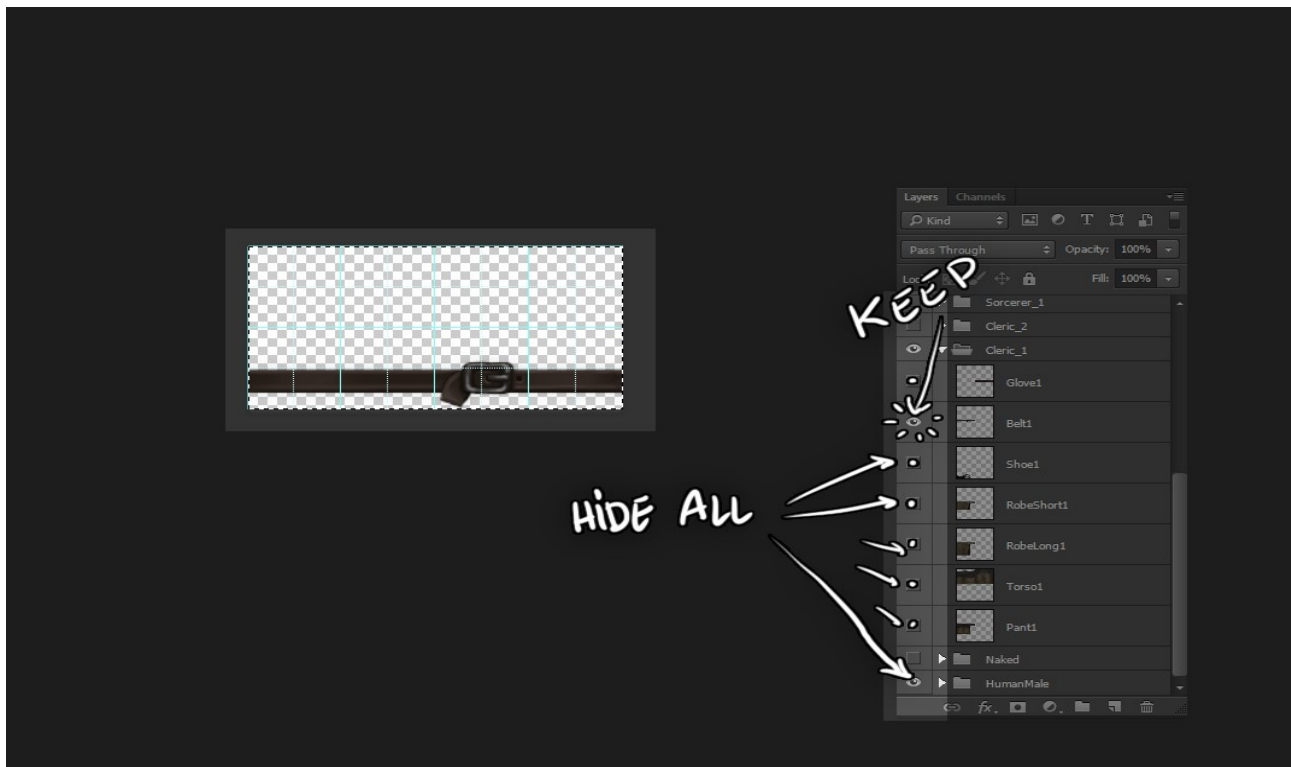
You can do a ctrl + left click on the colored mask :



It gives you a selection like this :

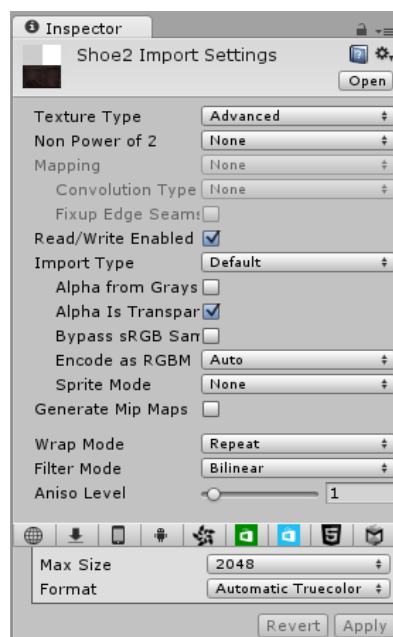


Then click on the menu bar Image>Crop
It should look like this. Hide all other layer



Then save the texture as PNG format in the right folder path.
In this case : YourProject/assets/Textures/CharacterOutfit/Belt/Belt1.png
Name the texture correctly, so its number follows the existent list.

Inside Unity, follow this import settings.
The texture should be Non Power of two, read/Write enabled and automatic truecolor format :

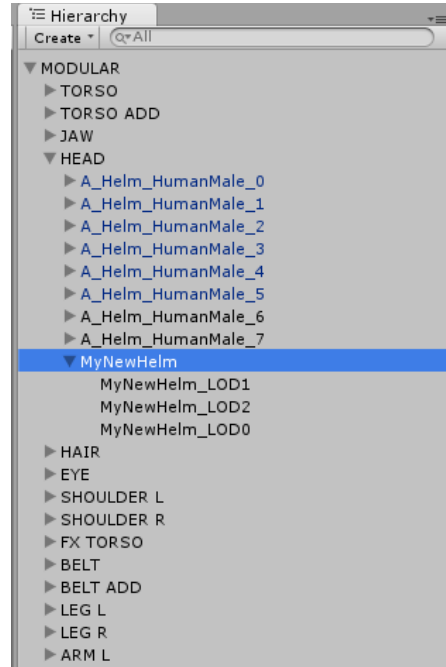


3 ADD ARMOR

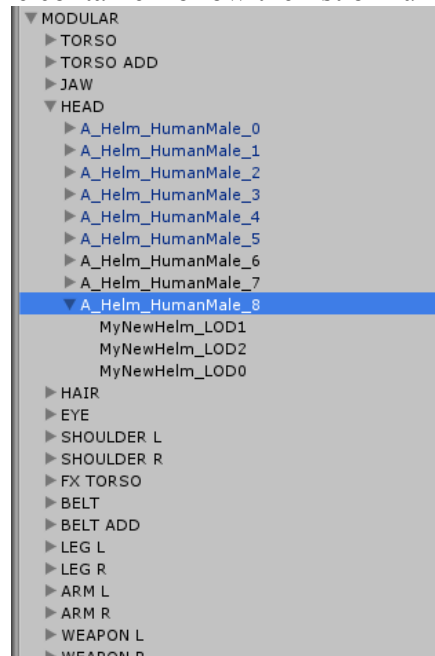
To add armor, import any asset then put it in the scene under the right ANCHOR in MODULAR GameObject

Example of the HEAD if you want to add a MyNewHelm :

Your first object is a parent container, you can have LOD's inside or only one object



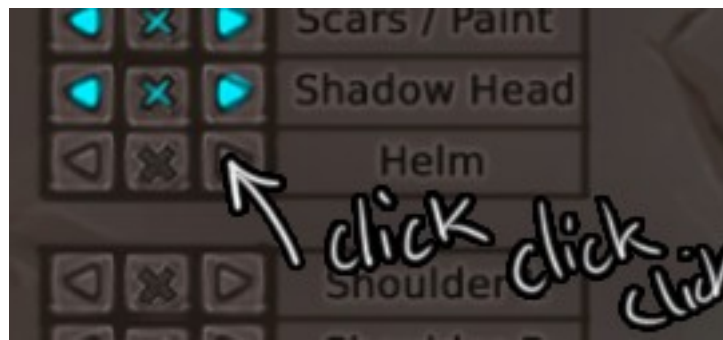
Rename your asset like this, so the container follow the list of numbered assets



Click Play

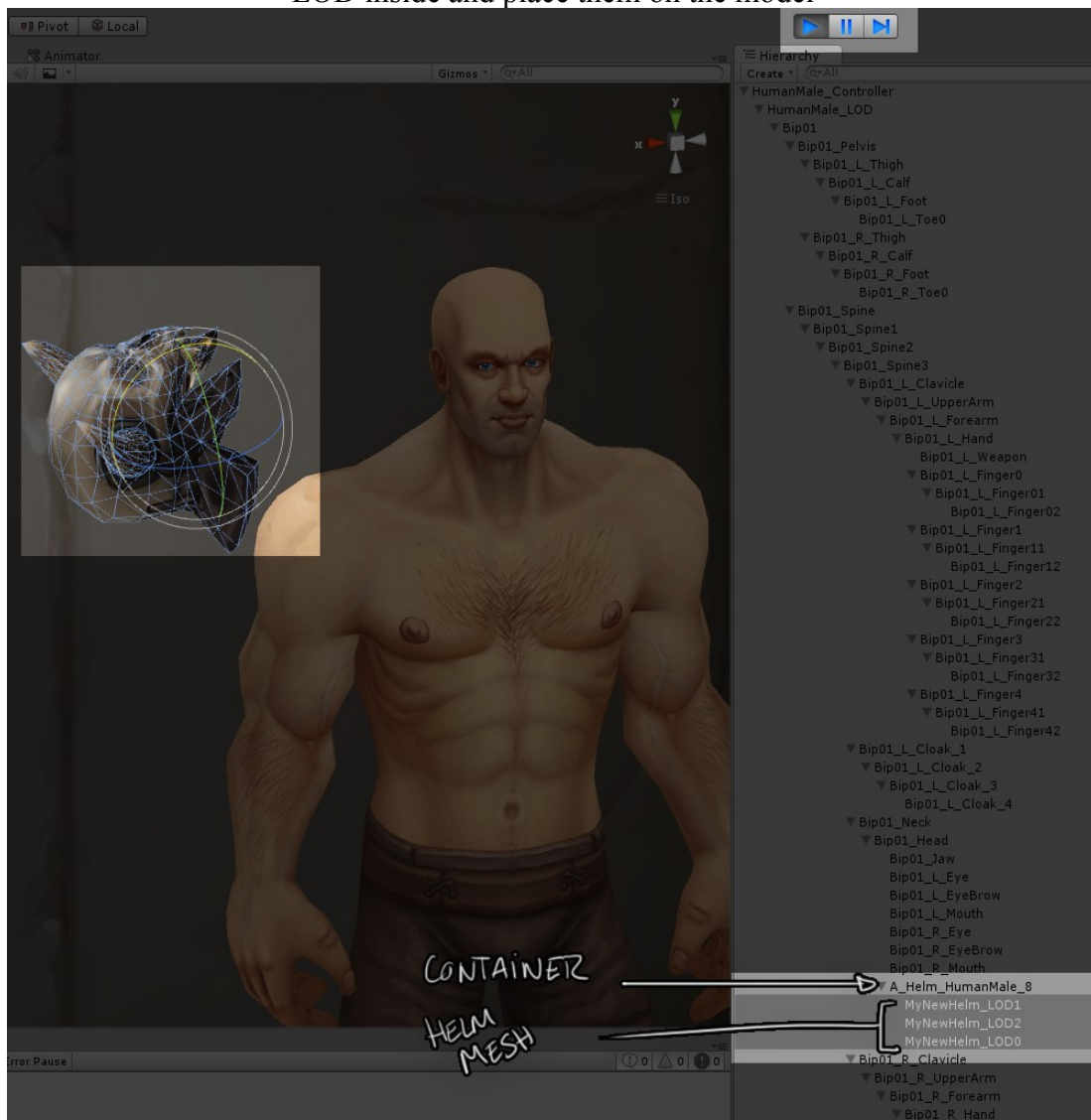


Then equip the new Helm with the editor



Once it is equipped, you will probably search your New object, because now you have to place it on the HumanMale Model.

The container transform should be at 0,0,0 position 0,0,0,rotation and 0,0,0 scale. Then select all the LOD inside and place them on the model



The screenshot displays a 3D software interface with a character model. The model's head is highlighted with a blue wireframe, and a white arrow points to it with the text "CORRECT POSITION". The torso is highlighted with a white outline, and a white arrow points to it with the text "Don't SELECT CONTAINER". The Hierarchy panel on the right shows a tree structure for "HumanMale_LOD" with various body parts like "Bip01_Pelvis", "Bip01_Thigh", etc., and a "Helm" object at the bottom. A white arrow points to the "Helm" object with the text "ONLY SELECT HELM OBJECT INSIDE".

- ▼ A_Helm_HumanMale_8
 - MyNewHelm_LOD1
 - MyNewHelm_LOD2
 - MyNewHelm_LOD0

Inspector

MyNewHelm_LOD1 Static

Tag Untagged Layer Default

Transform

Position X Reset

Rotation X Move to Front

Scale X Move to Back

A_Human Male

Mesh

Copy Component

Paste Component As New

Paste Component Values

Mesh Renderer

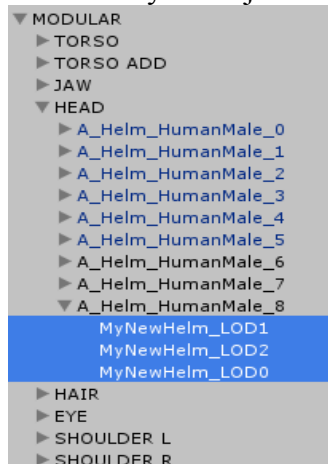
Cast Shadows

Receive Shadows

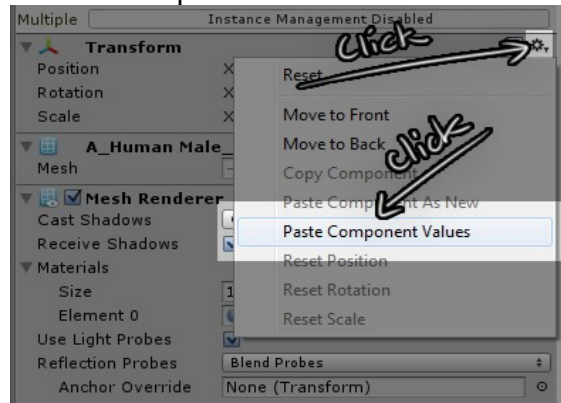
Once you have copied it, deactivate play mode



then select your object



Paste the component value to their transforms

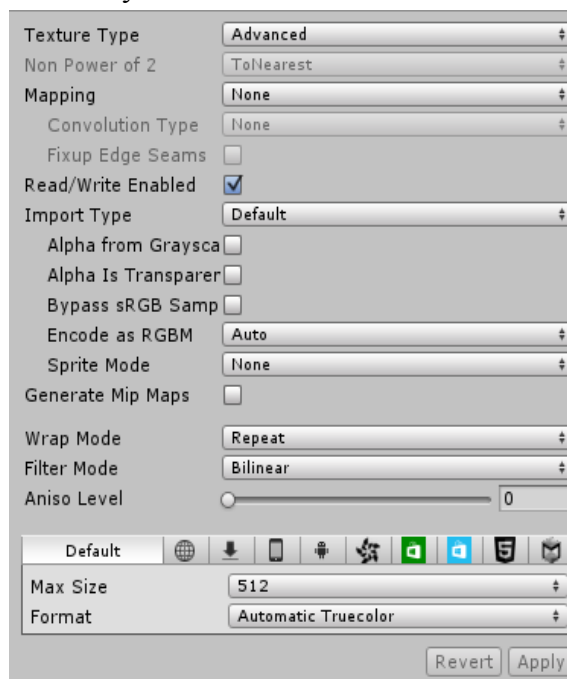


The next time you equip your new imported item with the script, it should be at the right place.

Add many as you want but it has to be listed and no number should missed.

/!\ If a number is missing an error will occur.

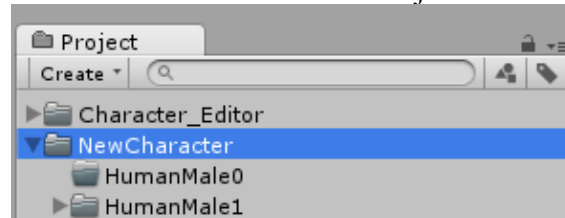
Your asset should have only one 512*512 texture in PNG with Read/Write Enabled



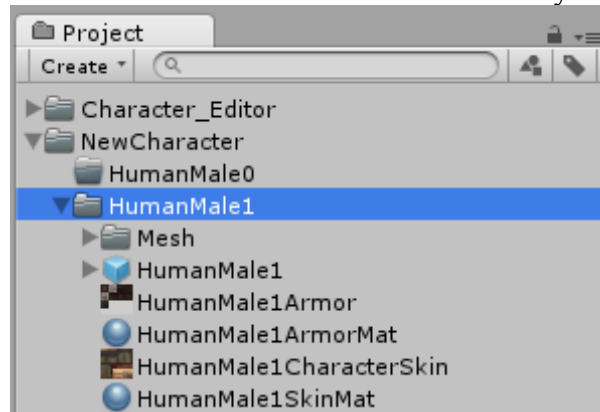
3 SAVE

The character editor output the meshes body with LOD's and armor meshes LOD's as a prefab for the armor parts. All the textures are packed into one texture and mesh UW's are placed at the good spot.

The character editor output 2 textures : one for the body mesh and one for the amor parts meshes
The script creates a new folder inside YourProject/Assets/NewCharacter :



The script will create a new folder with new number each time you save a new character.



Inside the folder you have :

- The prefab of the character
- A folder with the packed UW's meshes armor part
- The 2 textures and the 2 material body for body skin and armor
- you can select the prefab and drop it everywhere you want in other project

It is setup to receive an Animator Mecanim. The animation seen in the video is from Ethan Animator in the character controller standard asset.
Feel free to add any animation that can work with and send video to Contact@ironicgame.com

More...

As an individual indie developer I need support from customers and other developers, please rate the asset and don't hesitate to contact me.

Also if you want to see more of the development process, come on Patreon,
I record some work session and share process of creation.

www.patreon.com/IronicGame

Thank you!
Alex