If you like my work leave a rating and comment on the Unity Asset Store it helps a ton

If the materials are pink make sure you have the "Shader Graph" package installed otherwise the custom shaders won't work.

Notice a bug? Report it to Druelbozo@gmail.com

Getting started 1.3:

Video Tutorial: https://youtu.be/7Ui3qLtI0P4

Getting Started is easier than ever in the 1.3 update
     1. Open the **DEMO_CharacterCreator Scene** (make sure you imported the demo folder when importing the package)

     2. Make your character look how you like

     3. Put a name in the input field in the bottom left corner (Min 1 letter)

     4. Hit save and it will create a ScriptableObject in the CustomCharacters. You can also reload it by inputting the name in the field and hitting load.

     5. To load it, grab the BSMC_CharacterBase and put your SaveData into the Character Data field and it will automatically load your customization when you enter play mode.

     6.You can also inject your SaveData through code using **LoadFromObject(saveData)** on the OutfitSystem

Done!

Saving your character outside of the Character Creator:

It is likely that you will want to edit a character on the fly and want to keep the changes between scenes or play sessions while

Useful Methods:

| OufitSystem	
SetX(Float value)	The "X" referring to whichever blendshapes you wish to change for example SetNoseBridge(value) or SetBrowThickness(Value)
GetCharacterBody()	Returns the Skinned Mesh Renderer of the head mesh attached to the outfit system.
RemoveOutfit(Outfit outfit, bool destroy) **RemoveOutfit**(Outfit type, bool destroy)	By passing in either the outfit you want removed directly or the type of outfit the system will hide or destroy the outfit. *NOTE: its recommended if you want to remove things like the top or bottom you just replace it with the Naked outfit of that slot*
LoadFromObject() **LoadFromObject**(BSMC_CharacterObject saveData)	You can load your customizations manually by calling this method. You can either provide the data with this method or load the data if it already has one on the object
SaveToObject() **SaveToObject**(BSMC_CharacterObject saveData)	Saves all customizations to a ScriptableObject. You must provide the data to the OutfitSystem by entering it in the inspector or though the method
CheckIfOutfitExists(OutfitType type)	Check if the character is currently wearing that outfit type returns bool
BSMC_CharacterObject	
GetOutfitsList() **GetOutfitsDictionary**()	Returns either a list of outfits or dictionary of outfit indexed by type
SaveCharacter(OutfitSystem outfitSystem, List<GameObject> OutfitList)	Takes in the outfit system and a list of outfits saves all of its values. *Note: The lists of outfits should be the prefabs and not an instance of the prefabs otherwise the gameobject will be missing when you exit playmode or the gameobject is destroyed*

Upgrading to HDRP:

To make the materials compatible with HDRP open each shader

BSMC_ClothesCustom
BSMC_ModularEye
BSMC_Skin

And add HDRP to the active targets
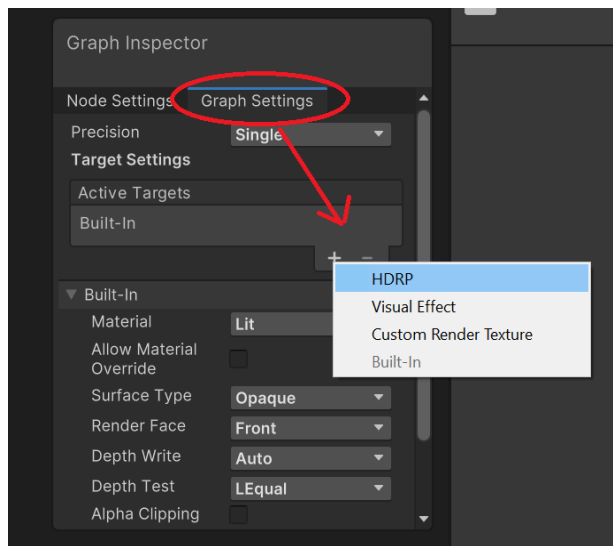
Editing Textures:

If the texture doesn't use the alpha channel

I used the alpha to pack in extra information but this makes it difficult to edit the textures without the source files so this section will show you how to edit the textures correctly so you may edit it.
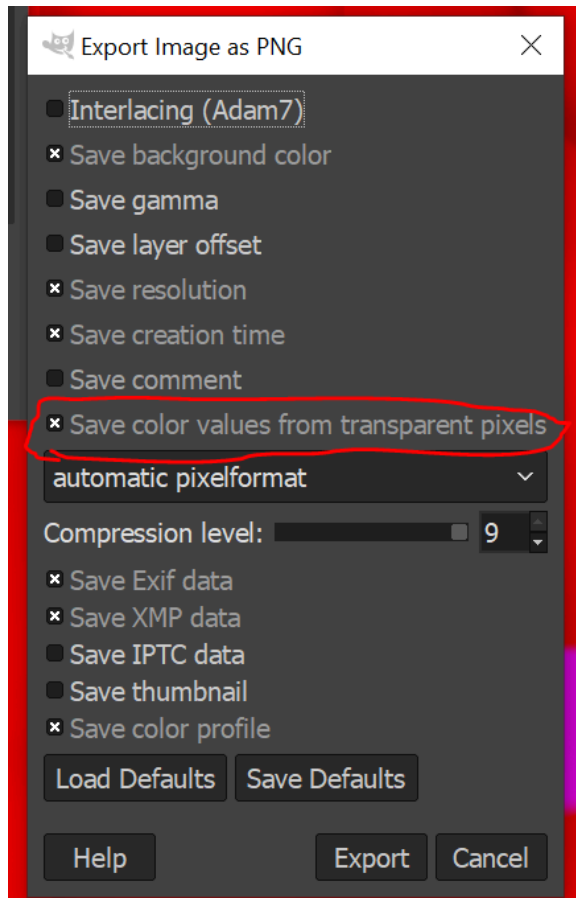
To my knowledge there isn't a way to unpack the texture correctly photoshop but thankfully GIMP can do this so I will show you how to do it in GIMP

Import the texture into GIMP and navigate to the channels tab
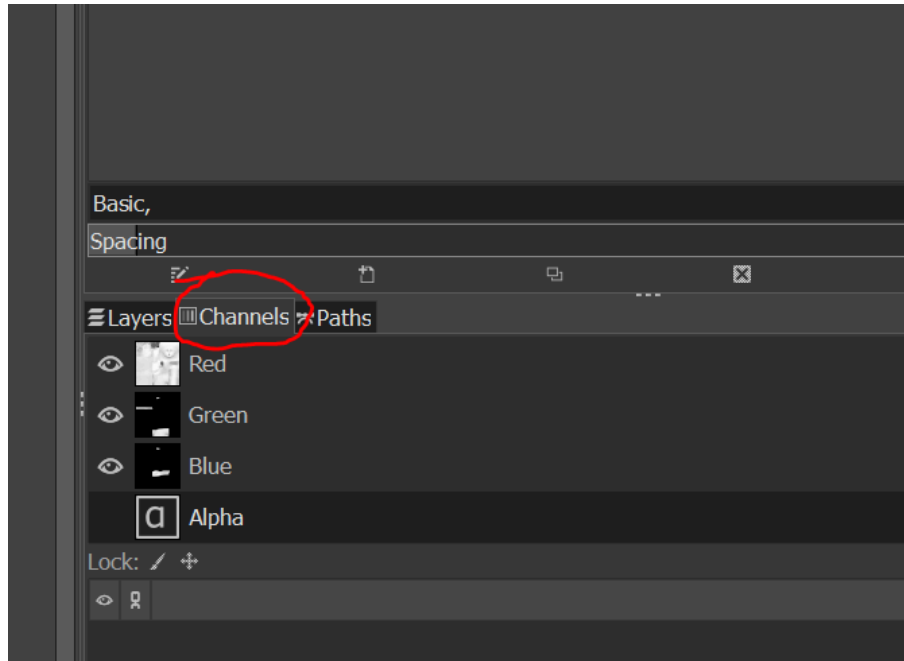
Here you can show, hide and lock channels so you can work on them. Clicking channels will lock and unlock channels. I recommend only working on one channel at a time. Since these are single channels you can only use grayscale.

Once you finished editing the texture export as PNG
make sure to turn on "Save color values from transparent pixels"

Export Image as PNG

- ☐ Interlacing (Adam7)
- ☒ Save background color
- ☐ Save gamma
- ☐ Save layer offset
- ☒ Save resolution
- ☒ Save creation time
- ☐ Save comment
- ☒ Save color values from transparent pixels

automatic pixelformat

Compression level: 9

- ☒ Save Exif data
- ☒ Save XMP data
- ☐ Save IPTC data
- ☐ Save thumbnail
- ☒ Save color profile

Load Defaults Save Defaults

Help   Export Cancel

The texture should now work and the alpha won't destroy the color in invisible areas.