



## **IMPORTING ANIMATIONS:**

- Import "KayKit animated character.fbx".
- Create new **Animator Controller**.
- Add animations from "KayKit Animated Character" to newly created **Animator Controller**.
- Set "KayKit Animated Character" to newly created **Animator Controller**.
- ▼ ★ KayKit Animated Character
  - **▼** Sody
    - armLeft
    - **armRight**
    - 😭 Head

## USING OTHER RAYRIT CHARACTERS:

- Remove "PrototypePete" mesh.
- Import KayKit character of choice.
- Parent character parts to "KayKit Animated Character" (i.e. parent character\_head to 'head', character\_armLeft to 'armLeft' etc.).
- ▼ ★ KayKit Animated Character
  ▼ ★ Body
  ▶ ★ Body of character
  ▼ ★ armLeft
  ▶ ★ armLeft of character
  ▼ ★ armRight
  ▶ ★ armRight of character
  ▼ ★ Head
  ▶ Head of character