

README!

Thank you for purchasing our asset! Hope you will enjoy it. Here is some info on the project!

The project was created in Unity Version: 2019.4.28f1.

You can adjust paintings, colors and product names by changing the corresponding space on the texture.

Textures resolution is 4096*4096, you can scale it down for mobile platforms.

Create hundreds of unique characters using a character constructor prefab and combine various shapes and colors. All characters are rigged and have several blend shapes as emotions:

- left and right eyes closed
- excited
- disappointed
- surprised
- scared
- angry

Mouth sound: E, O, A.

You can separately change the skin, makeup and clothing colors of characters using 4 different texture sets.

Using **Linear Color Space** will make colors more vibrant and saturated.

Contact me, if you have any questions regarding the project!

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