

Update:20201203 update :

- VRM File : More refined modules
- VRM Manual
- New Control Script

This character model belongs to Japanese anime style. This model has been converted into fbx file using Blender. Users can add their favorite animations on Mixamo website.



角色名稱 **Character name** : 奎恩 Quinn

角色年齡 **Character age** : 17

角色性別 **Gender** : 女 Female

模組資訊 **Polycount**:

Verts:18710

Faces: 26580

Tris: 26580

Sixteen textures for the character

角色名稱 **Character name** : 席恩 Theon

角色年齡 **Character age** : 18

角色性別 **Gender** : 男 Male

模組資訊 **Polycount**:

Verts:28207

Faces: 38900

Tris: 38900

Sixteen textures for the character

基本操作 Basic operation

WASD：移動 move

LeftShift：奔跑 run

Space：跳躍 jump

ESC：切換 / 暫停 toggle pause

如何使用 VRM 檔案 How to use VRM files

使用 VRM 檔案後能夠讓模組變的更精緻華麗請參: [HowToUseVRM.pdf](#)

Using the VRM file to make the module more refined and gorgeous, please refer to : [HowToUseVRM.pdf](#)

More specially character models website, include free and paid, can be used commercially, but the author's website must be posted in credit:

My Asset Store Web:

<https://assetstore.unity.com/publishers/47045?preview=1>

Taiwan Website(Contains many personally produced game experiences) :

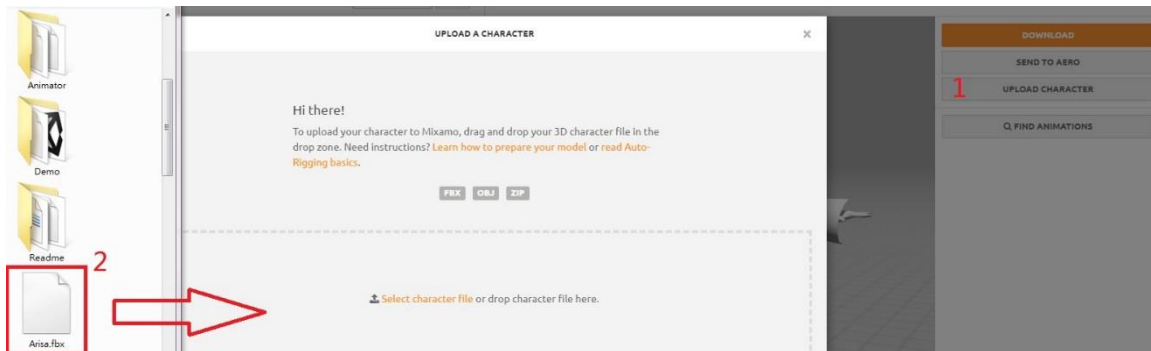
<https://home.gamer.com.tw/homeindex.php?owner=d88931122>

Reddit Website(Contains many personally produced game experiences)

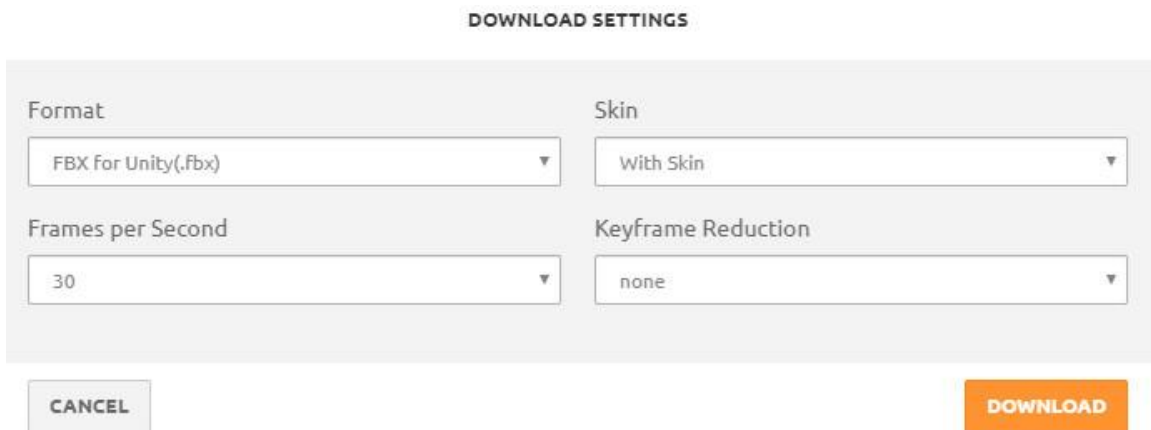
https://www.reddit.com/user/alex94i60/comments/fb74gi/share_the_multiplayer_game_made_by_unity_gemini/

*** Take Arisa as an example**

1. To download more Animation, please search for "Mixamo" on Google, enter the official website and register for an account
2. After logging into your Mixamo account, click on "Upload Character" on the right, then drag our Arisa.fbx file into it, then please give Mixamo some time to load the model



3. Then select the Animation you want, then press Download



4. Move your downloaded Animation file from the download folder to the Asset folder



5. For example, we just downloaded "Arisa @ Standing Greeting" from Mixamo and dragged this file to the Asset folder. Then we select it in Unity and then go to Rig change to (Humanoid / Copy From Other Avatar). Drag ArisaAvatar to Source and press Apply to finish

