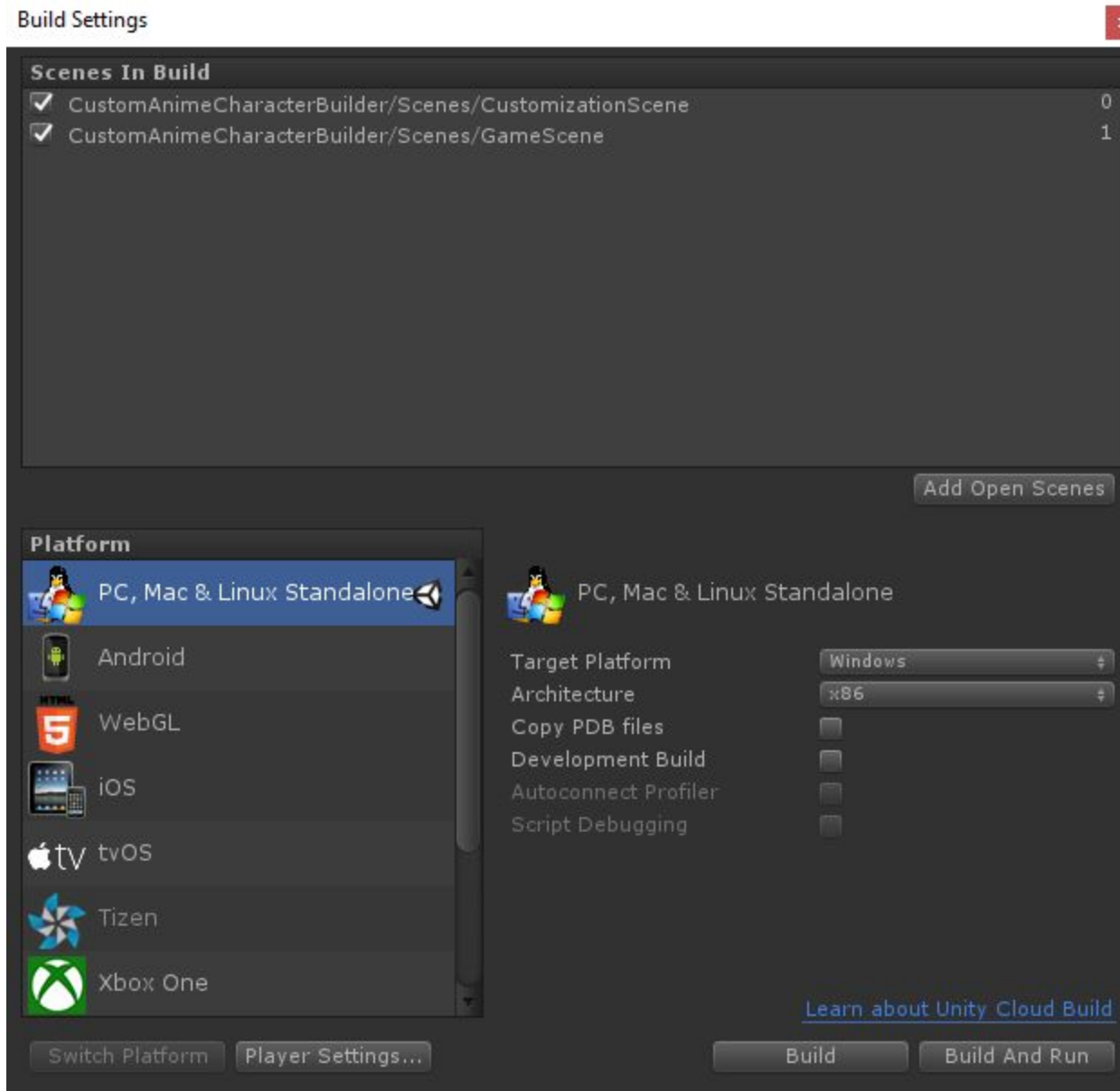


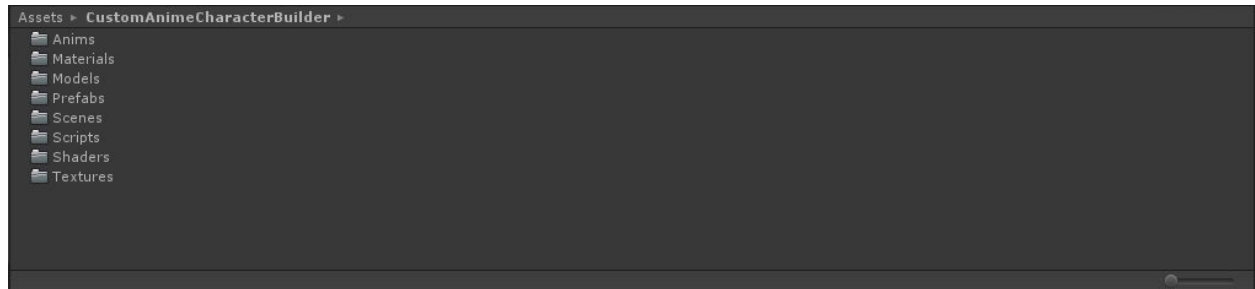
Custom 3D Anime Girl Builder

1. Introduction

- Required Unity Version : 5.5.2f1 or Higher
- To setup the project:
 - Import package into Unity
 - Make sure that the following scenes are added in build settings in the given order



2. Contents:



- Anims: contains all animations controllers and animation for hurdle movement and filling
- Materials: contains all the materials for models and environment
- Models: contains the base girl model and the environment models
- Prefabs: contains prefabs of required models
- Scenes: contains the menu and game scene
- Scripts: contains all scripts used in projects
- Shaders: contains the anime shaders
- Textures: contains all UI & Environment textures.

3. Customization Scene



- 1: Sliders on left are used to adjust the size/shape of required values.
- 2: Color box on the left is used to adjust the color of the selected part.
- 3: Icons on the top left are used to select the Part to edit: *Body, Face, Eyes, Hair*.
- 4: 3 Icons at the bottom center are used to rotate left, start demo scene, rotate right respectively.

4. Scripts

- Cam Follow
Controls the third person camera in demo scene.
- CharacterBuilder
Takes the saved values for the builder scene and applies them to the model in demo scene
- CharacterMover
Used to control player in demo scene.
- CollisionIgnore
Makes hair ignore collision with the character controller

- CustomizationUIController
 - Main Script to customize the character in the customization menu:
 - values from sliders are applied on the blendshapes to acquire the required customization.
 - Values from the select boxes are used to enable the required hair model
 - Values from the color boxes change the color of the selected part
- EnableColorPicker
 - Enables the color picker for the selected part.
- SavedStats
 - Contains all the stats saved from the customization scene so that they can be passed to the demo scene
- ColorBoxScripts
 - Contains scripts for displaying the color selection box and selecting required color