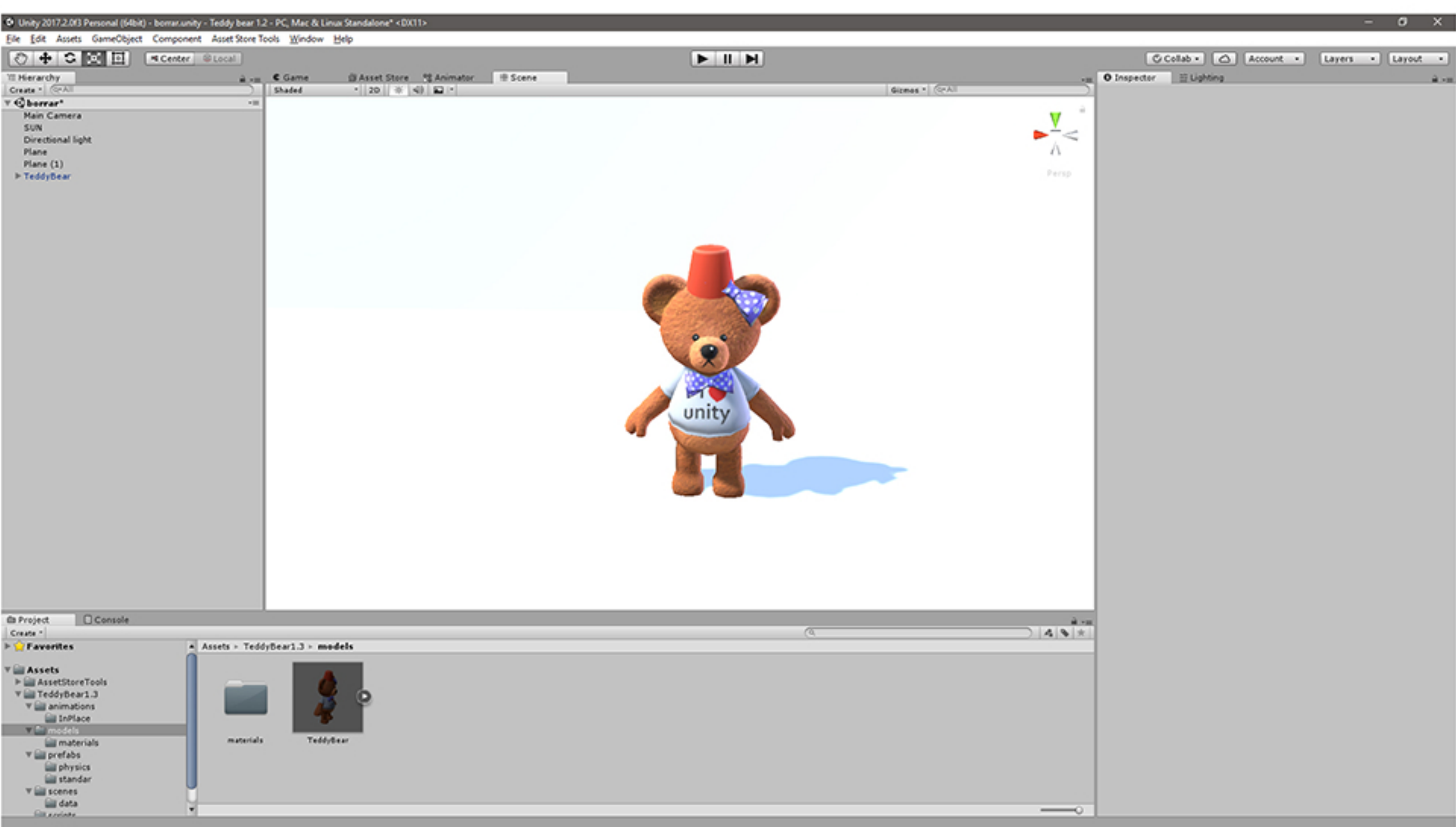


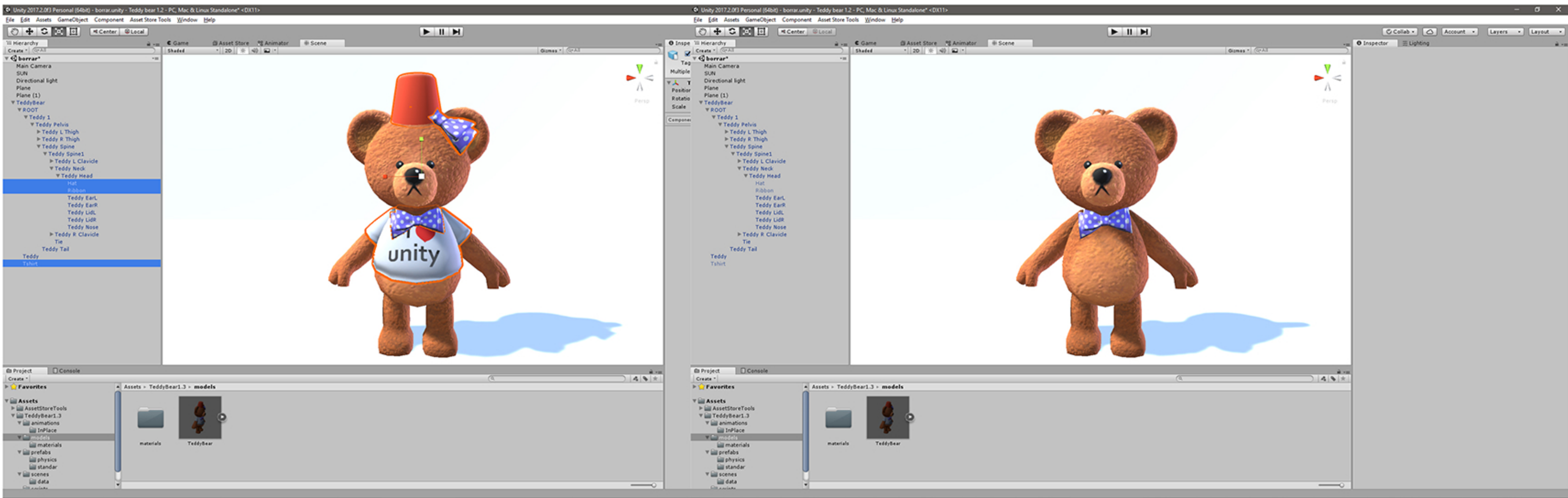
# Let's create a character.

Place the model TeddyBear located in the models folder into you scene.






You will see the character with all the elements.



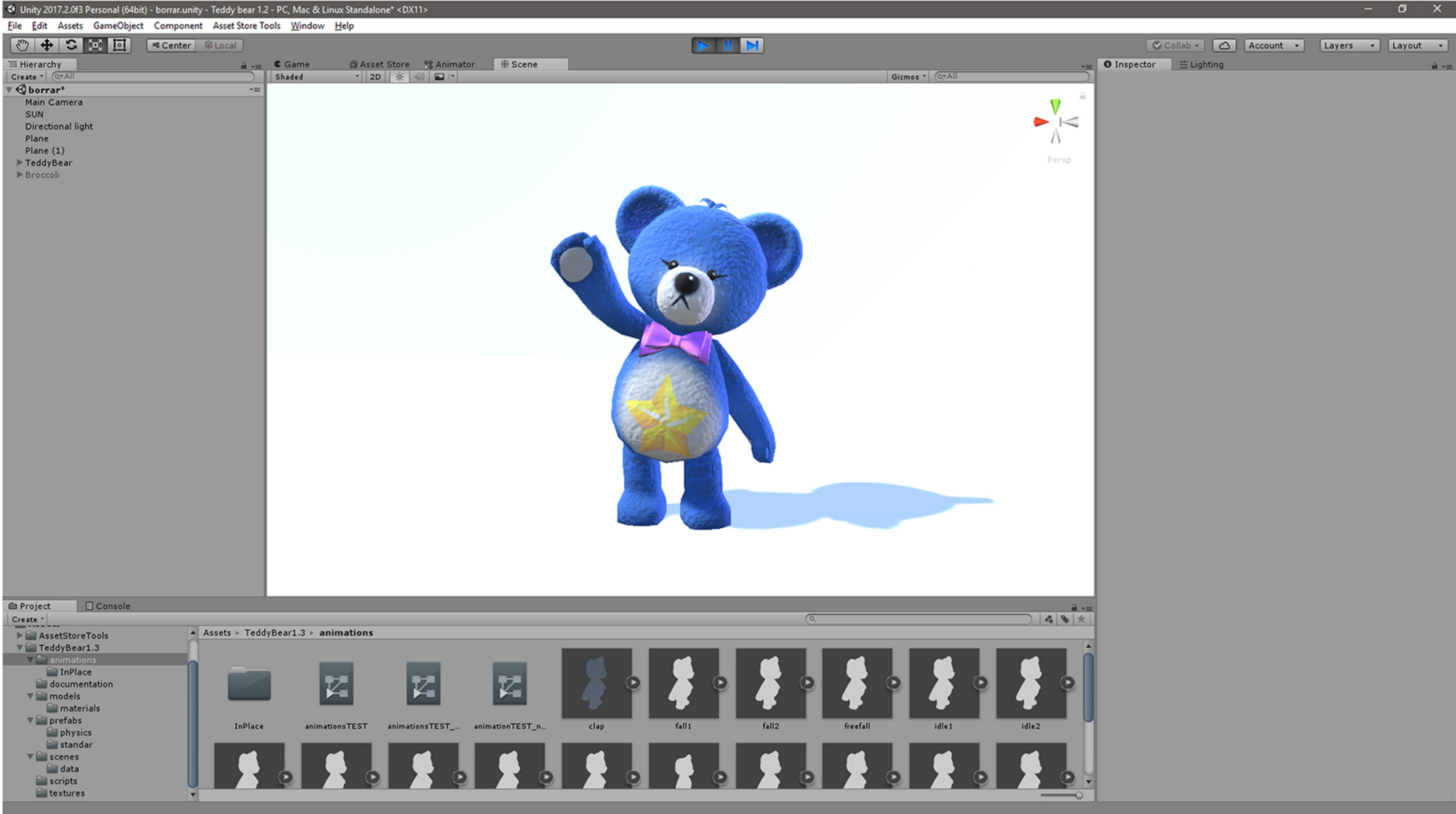
Deactivate or erase all the options you don't want.



Now let's choose the materials. You can check the visual guide included in the documentation folder to have a quick idea about the look of every model and their material options. All are standar shaders and you can find them in the models/materials folder.

TeddyBear		
name	look	material
Teddy		teddybear, polar, misha, panda, sleepy, pinky, broccoli
Tshirt		tshirt1...9
Tie		ribbon1...6
Ribbon		ribbon1...6
Hat		hat1...5

If you want to see the character in motion add any of the animation controllers in the animations folder and press play. Don't forget to assign the right avatar: TeddyBearAvatar.



You can choose one of the prefabs in the prefabs folder instead, they have all the options but only some of them are activated, you can change the materials or add or remove tshirts, hats and ribbons easily.

There are two options in the prefabs folder:  
-standar : 21 prefabs, different looks, with just an animator component.  
-physics: 21 prefabs with animator, rigidbody and capsulecollider components, and ragdoll configured.

Any doubts? Please write me on my email address: [jbgarraza@jb3d.es](mailto:jbgarraza@jb3d.es)