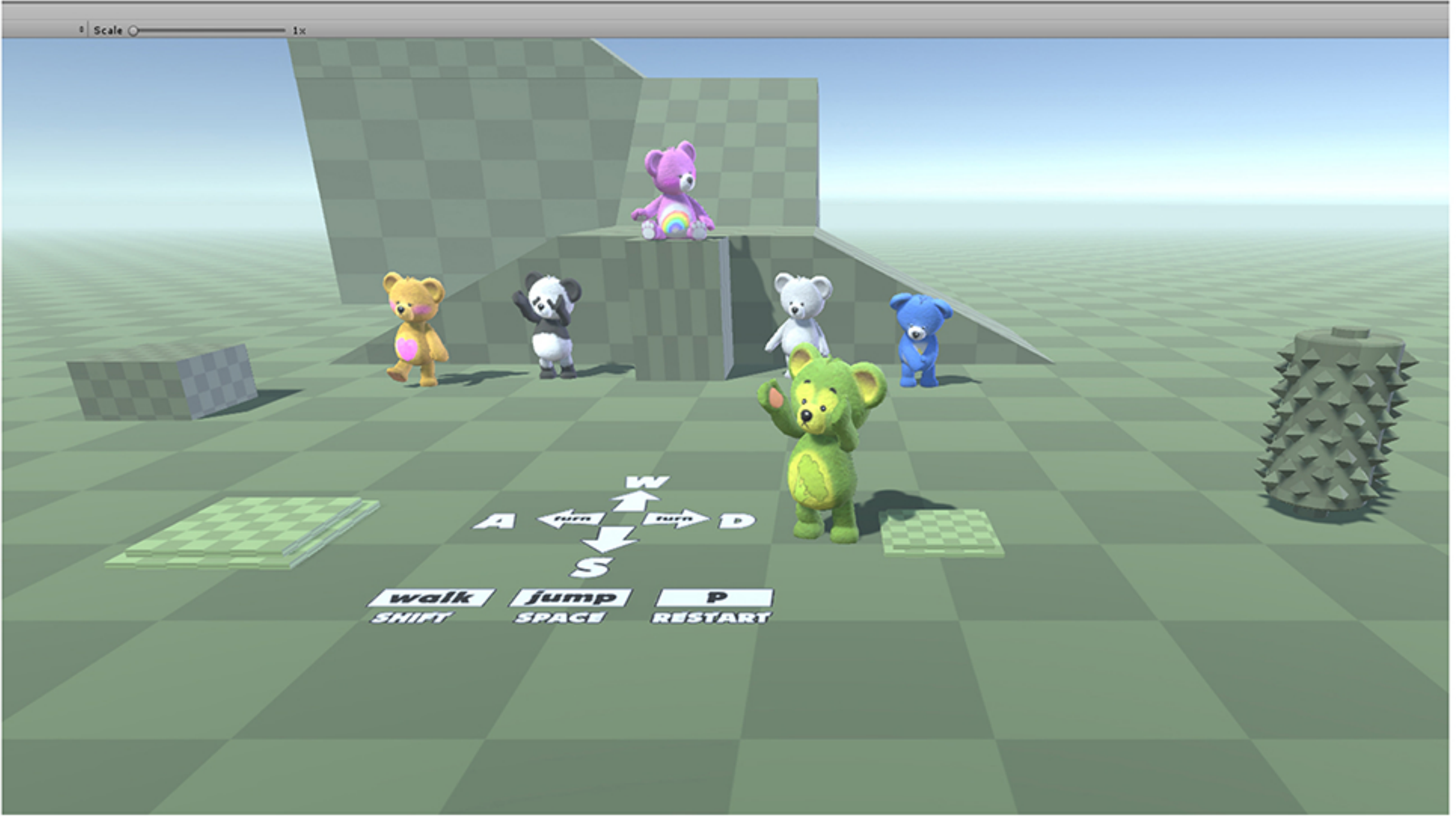


Teddybear demo scene.

This a scene used to test the animations.



In this scene you will find a character controllable using

W	move forward
S	move backwards
A	turn left
D	turn right
space	jump
shift	walk
P	restart

The character with the TAG player uses a script: *Teddy3d* (in the scripts folder) and uses an animation controller: *teddy3d* (in the scripts folder)

The camera in the scene uses a script: *CameraTeddy3d* (in the scripts folder)

There are two springs, use the script *spring* to push the character up with a force that you can change.

The ragdoll mode is activated when the character moves too fast by falling or being pushed.

All the additional models, materials and controllers for the scene can be found in the *scenes/data* folder.

If you want to test any other bear you can customize the player or use any other in the prefabs/physics folder after adding it:

- the animator controller *teddy3d* in the animator component
- the script *teddy3d* and
- the TAG player

and assign the new character to the camera script field *Teddy*.

Any doubts? Please write me on my email address: jbgarraza@jb3d.es