Meshtint Studio

Modular Robots Tutorial

CUTE SERIES

Meshtint Studio

Website: www.meshtint.com

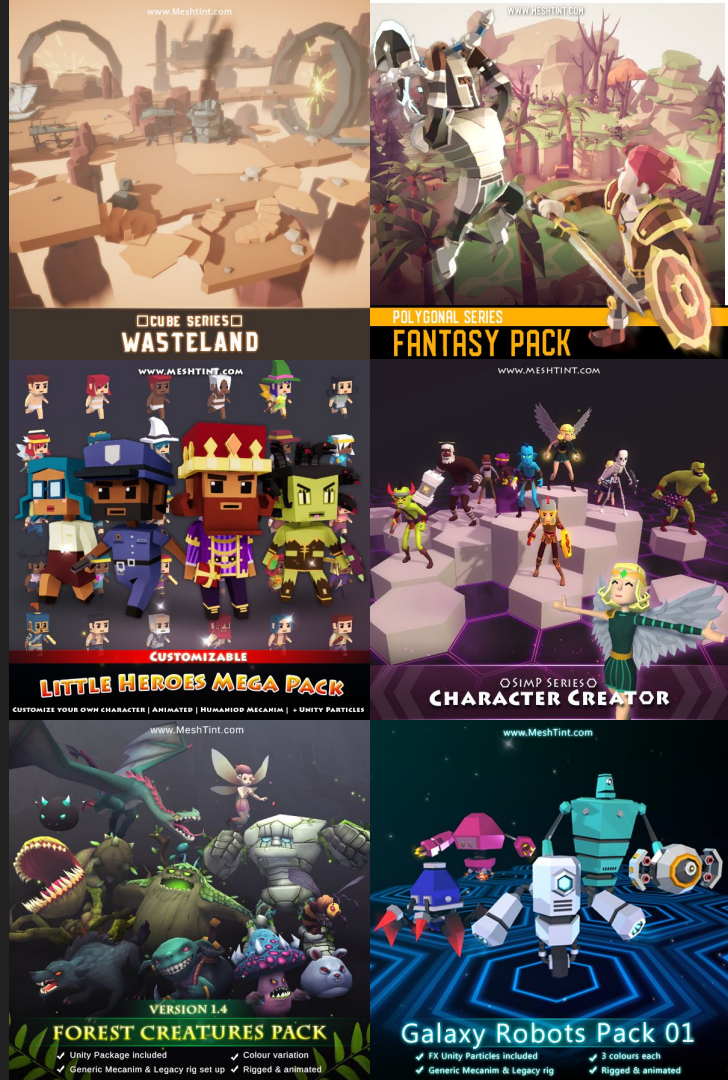
Unity Asset Store: https://assetstore.unity.com/publishers/3867

Email: info@meshtint.com

Facebook: https://www.facebook.com/MeshTint/

Twitter: https://twitter.com/Meshtint

Youtube: https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg



You will require Unity to use this pack. You can download Unity here:
https://unity3d.com/get-unity/download

Important - Plugins

The demo scenes in the package use the following free assets but it's optional to use them into your project. This pack does not require the following assets to work properly.

1. Post Processing Stack 2

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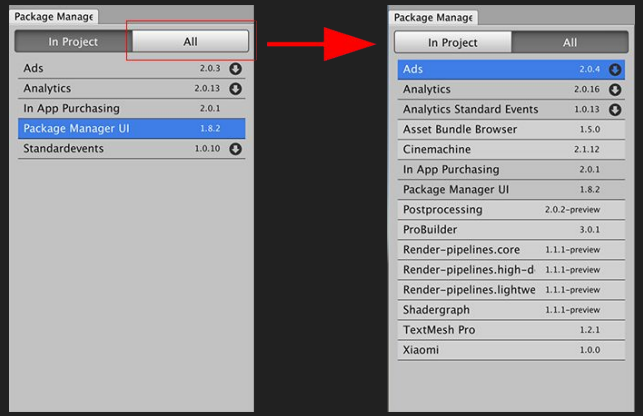
Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here in Unity using package manager.



Introducing Cute series

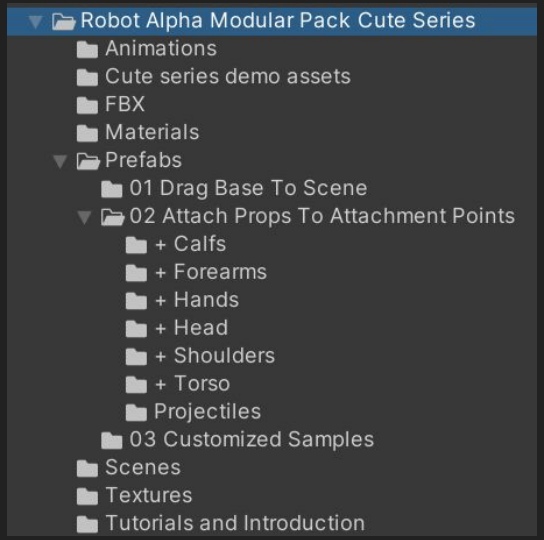
Cute Series Characters in character packs are modular and mecanim ready. Very easy to use!

Monsters come with 3 different evolution. 'Evolution 1' is the least evolved (weaker) and 'Evolution 3' is the most evolved (Most powerful). Good to show progression in your game. It's perfect for games like pokemon, mario, tower defense, mmorpg , rpg and more.

Use them together to create a fun and interesting game!

Folder Structure

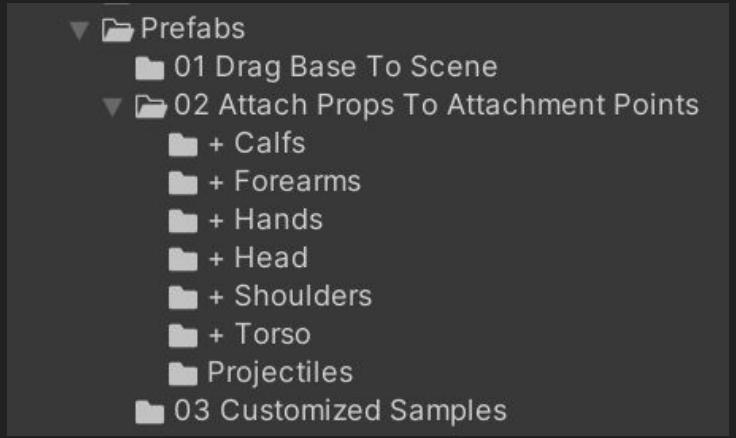
1. Animations - Animation FBX files
2. Cute series demo series - source files used for the demo scenes.
3. FBX - Fbx source files
4. Materials - Material files
5. Prefabs - All prefabs. Customize your characters using the prefabs in this folder.
6. Scenes - Scene files
7. Textures - Texture files
8. Tutorials and Introduction - Learn how to use the pack using the tutorials in this folder

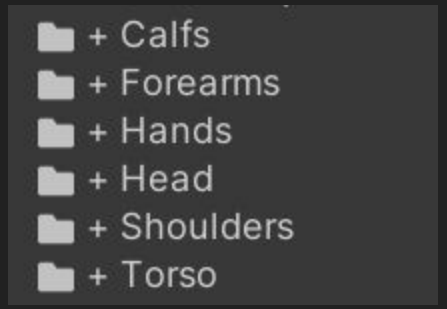


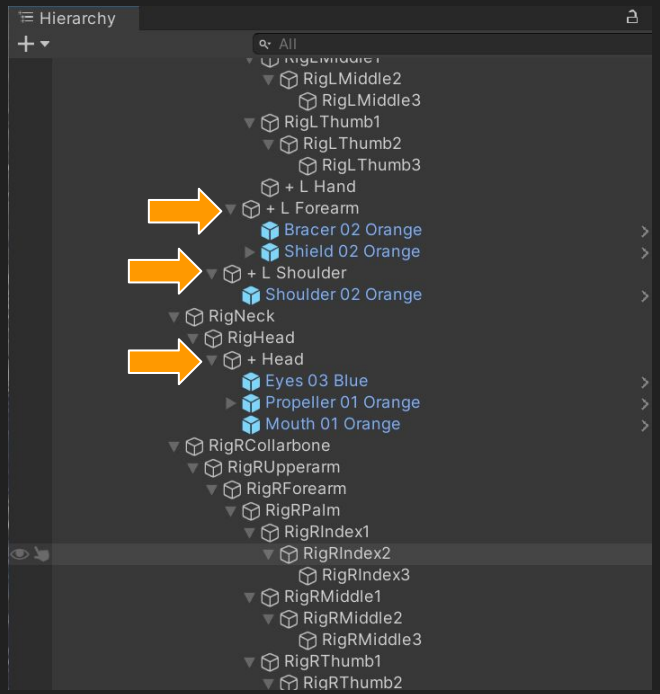
How to customize characters
Let’s get started!

‘Customize Character Here’ folder

- Locate the ‘Prefabs’ folder and expand it. You will only use the assets in this folder when you customize your character.
- If you know how to code, you simplify the process by using coding to create a system. Note that no script is included in this package.







- Customizing character in this pack is very easy.
- Simply pick and drag the base body to the scene. Did you notice the brackets in the folder name? (+ Calfs), (+ L Hand), (+R Hand), (+Head) etc. These are the attach points where you should attach them to the character.
- Expand the character in the hierarchy, Then simply drag the accessories prefabs like head, face, sword, shield onto the respective attach points.
- You are done!

Great job! You have finished customising your first character! You can see some of the characters we have created in the ‘Customized Character Samples’ folder for reference!

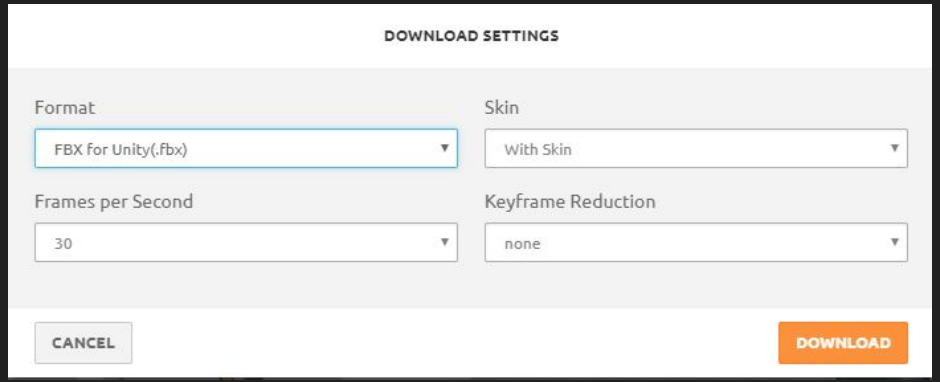
Wait! How about animations?

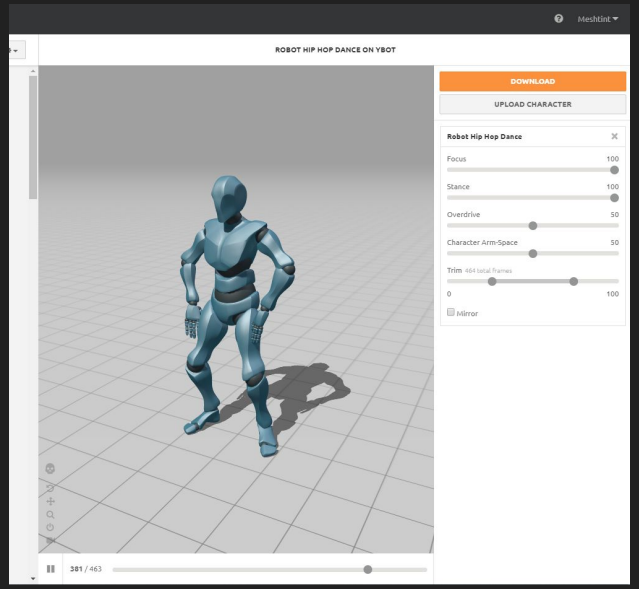
Character’s Animations

- Now that you have created your character. How do you add animations to it? Characters in this pack are humanoid mecanim ready. That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?
    a. You can buy humanoid animations/ controllers from the Unity asset store.
    b. Or create your own humanoid animations. You can create animations with any humanoid characters you have in a 3D software. Just set your character up as humanoid rig in Unity and share the animations with Ace series characters. Note that Ace series characters are not using shoulder bones in its humanoid rig.
    c. Or download free animations from Mixamo site here: https://www.mixamo.com/

Using Mixamo Animations

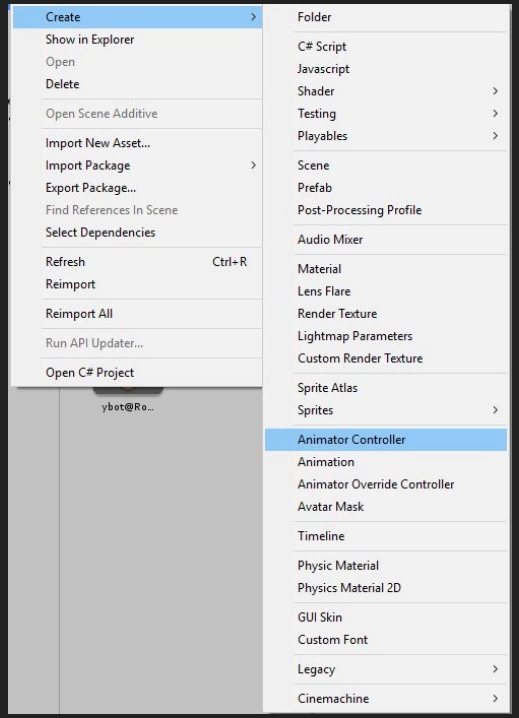
- Using Maximo animations is easy.
- There is no need to upload any characters to Mixamo.
- Simply go the site and download any animations you want.



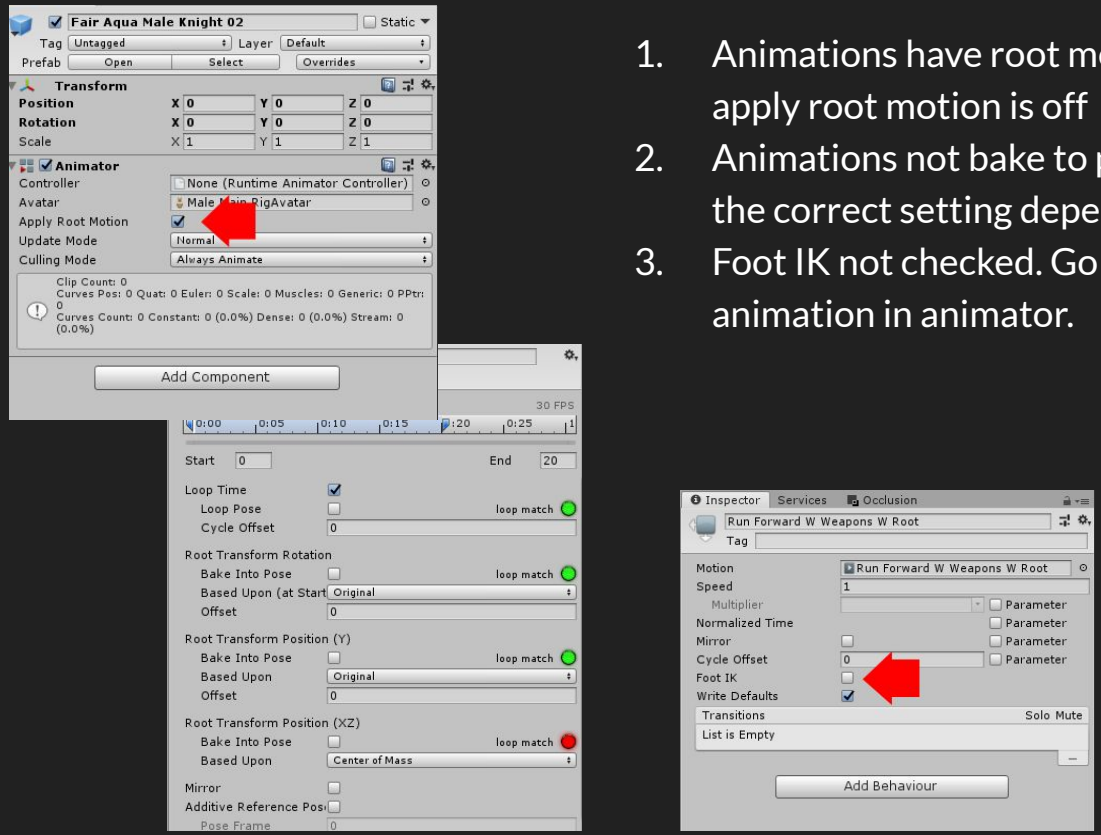


Using Mixamo Animations

- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to your character. Done!



If your character’s feet is floating...there are 3 common reasons



1. Animations have root motion but your character ' apply root motion is off
2. Animations not bake to pose in inspector. Choose the correct setting depending on your gameplay.
3. Foot IK not checked. Go to animator, select animation in animator.

Thank you for your purchase! See more assets at www.meshtint.com