

LowPoly Character – Alice

The package contains a rigged, low poly character, ready to be used in your projects. A script is included for easy customizing.

Customizing Options

-4 Hairstyles (+ Bald)

-7 Facial Expressions (+ Faceless)

-4 Shirts (Relaxed and T-pose)

-5 Pants

-3 Shoes (+ Barefoot)

-3 Pumpkin heads (They are attached to the head bone of the rig.)

Materials can easily be changed.

Rig

The character is rigged. A few basic humanoid animations are included.

Triangle Count

142 – 4226

Script

A script for customizing clothes is included. You can easily change and look at the different options of parts and clothes with sliders.

Recommended use:

Add a prefab to a scene and add the ClothChangeAlice script component to it. Use the sliders for customization. Delete the component when done. Rename the prefab and make a new, original prefab from it.

Warning! Do not modify the script named ClothChangeEditorAlice under the _core folder!

Using URP

Make an URP project and import the asset. Under the Unity Edit tab, use Render Pipeline – Universal Render Pipeline – Upgrade Project Materials to UniversalRP Materials to convert the materials to URP.