



Version 1.0

Thanks for purchasing "The 3<sup>rd</sup> Person Shooter Toolbox" Please visit <http://www.gearworxprod.com> for assets, services, games and more!

### What Is This?

The 3<sup>rd</sup> Person Shooter Toolbox is a collection of 3<sup>rd</sup> Person Shooter animations. If you want a HUGE collection of animations that's ever expanding you can check out "The Complete Animation Toolbox" - <https://assetstore.unity.com/packages/3d/animations/the-complete-animation-toolbox-151581> Which has this animation Module and so many more! Bought this but want the Complete collection, fear not I offer a special upgrade price!

### Features:

- 240 Animations
- Transitions
- Root Motion
- Clean / Optimized Mecanim Skeleton
- 60 fps animation
- Avatar with weapon placement (template)

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## How To Use, Tips n Tricks:

**“GENERAL TIPS”** This collection of animations can be applied to any humanoid character that is set up correctly in Unity, just be aware that some “IMPORT SETTINGS” on the “ANIMATIONS” tab may need to be tweaked to get the best results, this is due to target characters having different sizes, proportion e.t.c You may also need to tweak the target characters “MUSCLE SETTINGS”.

As well as some animations, depending on use would need “FOOT IK” to be enabled in the controllers animation settings. (In the controller select the animation, then in the inspector you will see the animation speed and foot IK)

Also since all animations are 60fps you can adjust the playback speed to get a nice varied result, (ie running, walk slower / faster e.t.c) While still maintaining smooth playback.

**“CORRECT HAND PLACEMENT”** The hands are where they need to be in the animations HOWEVER when you use these on a new target character this will change because of scale, proportions, muscle settings of the new target character. So what I recommend / suggest is using an IK system, which allows you to have correct finger / hand placement, fully enhancing the game as a whole. Final IK is my go to IK tool, it is the most robust feature rich IK system out there. Plus it allows for finger placement as well, allowing you to refine positions perfectly!

IK System I recommend:

Final IK - <https://assetstore.unity.com/packages/tools/animation/14290>

Bio IK - <https://assetstore.unity.com/packages/tools/animation/67819>

IK Plus - <https://assetstore.unity.com/packages/tools/animation/97606>

(Be careful with this as it is currently in ALPHA, but is shaping up to be a great product)

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**Do you need CUSTOM Art / Animation services?**

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