**Thank you for buying the Jimmy character pack for Unity!**

This document will give you a basic breakdown of the package and all it's parts.

Note: *"Jimmy - Stylized PBR Soldier" has been renamed to "Jimmy Adventure" (jmy_adv_). Additional versions of Jimmy are available on the unity asset store such as Jimmy Scifi.*

When you import the package into your project you will see the following folders:
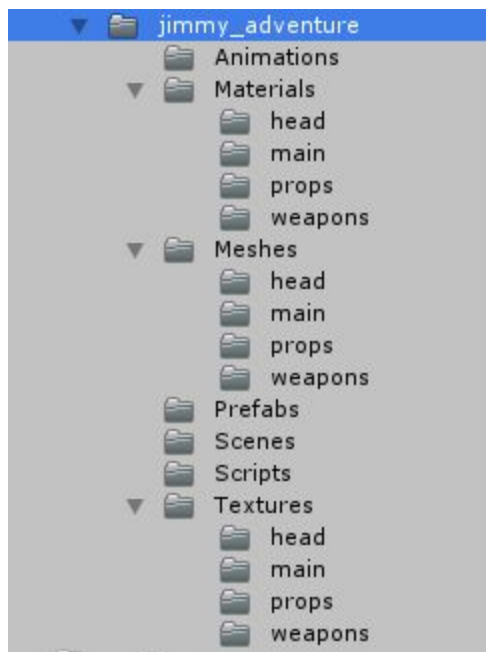
Naming Conventions:

- jmy_ : exclusive to "jimmy" **character**
- adv_ : exclusive to "adventure" **theme**
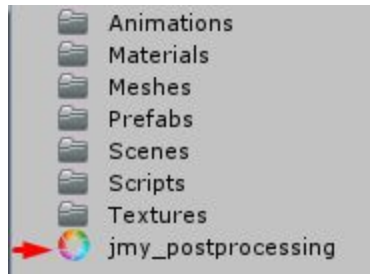- jmy_adv_ : exclusive to "jimmy adventure" **pack**

There are multiple characters in the j-pack available in multiple themes on the unity store.

Post-Processing:

The root folder contains a **post-processing profile**.
This file is used in the **jny_adv_demo.unity** scene for color grading.
The character pack is not dependant on this file.

Animations
Materials
Meshes
Prefabs
Scenes
Scripts
Textures
➡ jmy_postprocessing

Prefabs:

The Prefabs folder contains one prefabs.

➡ jmy_adv_combined
▼ Meshes
    jmy_adv_bpack_a
    jmy_adv_hands_a
    jmy_adv_hat_a
    jmy_adv_lower_a
    jmy_adv_pouch_a
    jmy_adv_pouch_b
    jmy_adv_scarf_a
    jmy_adv_shoulderpad_a
    jmy_adv_torso_a
    jmy_eyes_a
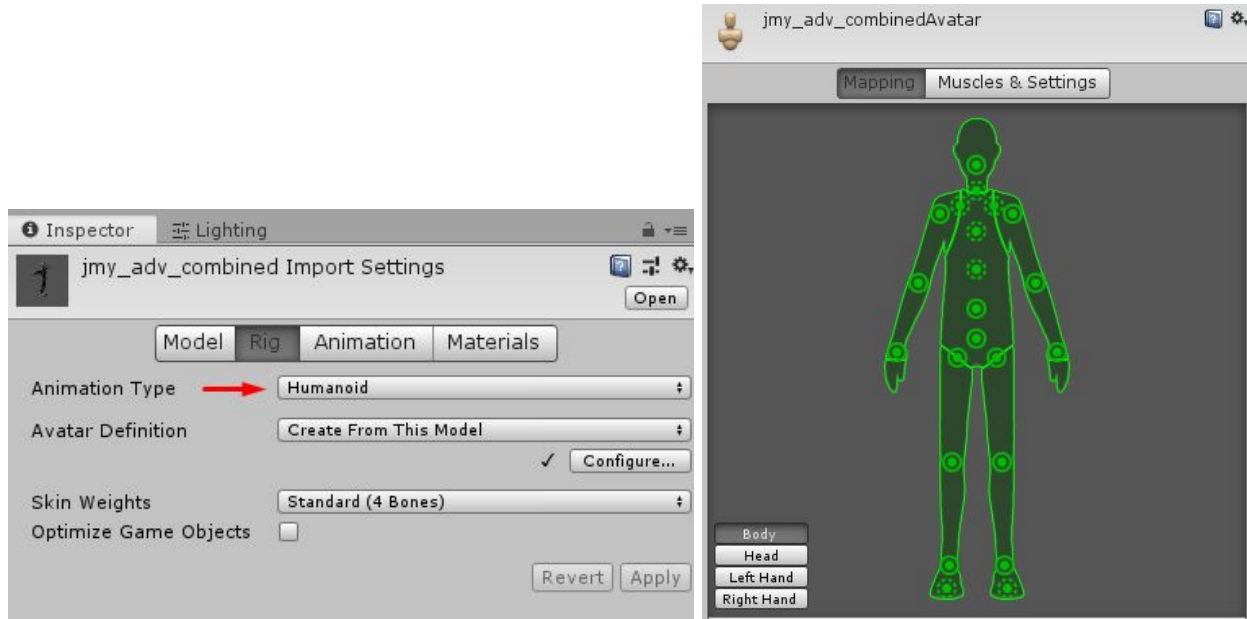   jmy_hair_a
    jmy_head_a
▶ Root

- **jmy_adv_combined:**
 - This is a prefab with all attachments as separate FBX's.

I would encourage you to make your own prefabs.

Animations:

All the Jimmy FBX parts are set up as a Humanoid rig.

Animations set up as Humanoid rig will work on Jimmy correctly. When you are using an animation that has no Jaw bone (jaw is optional) the mouth will be open. To fix this: Select the head fbx > Inspector - Rig > Configure > Mapping - Head > Jaw = None
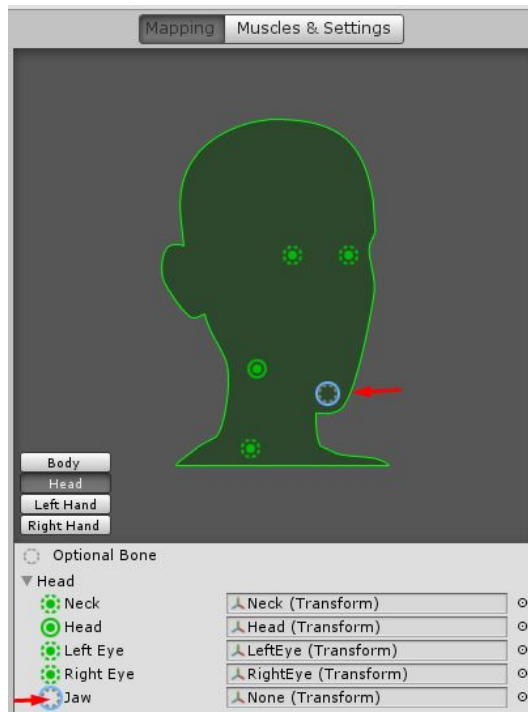
Scenes:

The **Scenes** folder contains models, textures, materials for the demo scenes where you can preview the character on a rotating platform, and see all the character parts laid out.

- **jmy_adv_demo.unity** contains jimmy in a lighted scene.
- **jmy_adv_assets.unity** contains all parts of Jimmy individually laid out.

Meshes:

The Meshes folder contains all the character part fbx's, materials, and textures.

These are the fbx's:

- **head**
  - **jmy_eyes_a** : eyes fbx
  - **jmy_eyeglint_left** : optional eye highlight fbx
  - **jmy_eyeglint_right** : optional eye highlight fbx
  - **jmy_hair_a** : short hair fbx
  - **jmy_hair_b** : ponytail hair fbx
  - **jmy_hair_c** : man-bun hair fbx
  - **jmy_head_a** : head fbx
- **main**
  - **jmy_adv_combined** : all the main parts combined in one fbx
  - **jmy_adv_hands_a** : hands fbx
  - **jmy_adv_lower_a** : lower body fbx (pants and boots)
  - **jmy_adv_torso_a** : upper body fbx
- **props**
  - **jmy_adv_bpack_a** : all the main parts combined in one fbx
  - **jmy_adv_pouch_a** : hands fbx
  - **jmy_adv_pouch_b** : lower body fbx (pants and boots)
  - **jmy_adv_scarf_a** : upper body fbx
  - **jmy_adv_shoulderpad_a** : shoulderpad fbx
  - **jmy_eyepatch_a** : eyepatch fbx
  - **jmy_hat_a** : cowboy hat fbx
  - **jmy_hat_b** : cap fbx
  - **jmy_hat_c** : barret fbx
  -
- **weapons**
  - **adv_axe_a** : one handed axe fbx
  - **adv_gun_a** : pistol fbx
- **ground** : ground mesh used in the demo scene.

Eyeglint:

The **jmy_eyeglint_left.fbx** and **jmy_eyeglint_right.fbx** are optional fbx objects to add "fake" reflection highlights to the eyes.

If you want to add these in your custom prefabs you can put them under the respective eye

Gun & Axe:

The gun or Axe can be added to one one of the two weapon bones. Just like the eyeglint, simply drag it under the weapon bone then position and scale it accordingly.

Materials & Textures:

The Materials for all the Jimmy parts can be found in the materials folder. All textures and materials are set up for standard metallic PBR. There are 3 sub-folders:

- **head:**   contains the head, hair, and eyes materials
- **main:**   contains the body materials
- **props:**   contains the props and attachment materials
- **weapons:**   contains the weapon materials

Material variations:

- Listed as: t01, t02, t03, t04, etc
  - They reference texture variations.

Most of all the material variations re-use the Metallic/Smoothness and Normal map and use a unique Albedo map.

The Textures are all uncompressed TGA files.
They are organized in the same way as the materials.

I hope you enjoy working with Jimmy.

If you have any questions or trouble you can contact me at support@purplepuppet.com

Or contact me on twitter [@gamedevfred](https://twitter.com/gamedevfred)

Have a great day!