Character Customization Manager.

1. Character Customization

1.1 Place the finished character on the stage. Next, attach the Character Customization Manager (Script) to it.

1.2 Add to the script, in the Animator tab of the Inspector, the prefab of the character from the scene that you want to customize.

1.3 The script also has a "Categories" tab, where you can specify the number of categories you want.

1.4 The "Categories" tab has a list with all the categories. For each category you need to specify Name, Id, Description.

1.5 The "Categories" tab has an "Options" tab. This list contains the names, id, description, sprites and models of all clothing items.

1.6 In the "Options" tab you have to specify the number of options.

1.7 Each option has to be given a Name, Id, Description, Sprite, Model.

All necessary sprites are in the "External/Sprites" folder.

For the customization to work, it is necessary to drag from the prefab of the character from the scene all the models to the previously created options.

8. After configuring the script, hide all the models of the character from the scene. (Example is in the scene "Demo_Customization")

2. Play Animation Button

2.1 To make the "Play Animation" button work, go to the "Animators" folder, go to the configured Customization (Animator Controller), and set the animations you want.