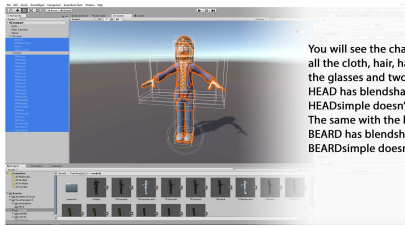
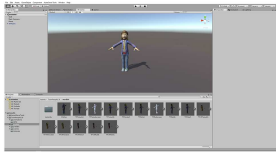


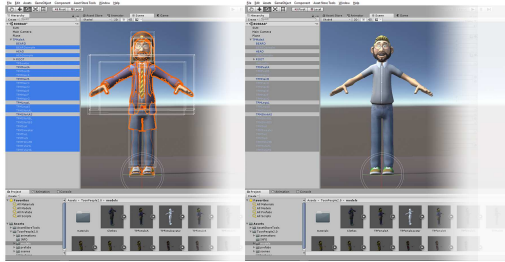
## Let's create a character

Choose one of the models in the models folder and place it into you scene.



You will see the character with all the cloth, hair, hat options, the glasses and two heads: HEAD has blendshapes, HEADsimple doesn't. The same with the beard: BEARD has blendshapes BEARDsimple doesn't.

Deactivate or erase all the options you don't want



Now let's choose the materials. You can check the visual guide included in the documentation folder to have a quick idea about the look of every model, their material options and the folder where you can find them.

All the materials are standar shaders.

















































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1001		uncoated	Aluminum	Aluminum	Aluminum
1002		uncoated	Aluminum	Aluminum	Aluminum
1003		uncoated	Aluminum	Aluminum	Aluminum
1004		uncoated	Aluminum	Aluminum	Aluminum
1005		uncoated	Aluminum	Aluminum	Aluminum
1006		uncoated	Aluminum	Aluminum	Aluminum
1007		uncoated	Aluminum	Aluminum	Aluminum
1008		uncoated	Aluminum	Aluminum	Aluminum
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Figure 1			
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You can assign the transparent material to one or several parts of the beards, you can choose different colours too.



If you want to see the character in motion add any of the animation controllers in the animations folder and press play.  
Don't forget to assign the right avatar, TPMaleavataravatar for the men, TPFemaleavataravatar for the women.

You can choose one of the prefabs in the prefabs folder instead, they have all the options but only some of them are activated, you can change the cloths, materials or add or remove hats and glasses easily.