This is a rough sketch of proper documentation coming in the near future. Sorry for the inconvenience.

Make the Diffusion Profile Slot visible in HDRP custom shader GUIs

When working with HDRP (High Definition Render Pipeline), you might notice that skin shaders do not display the Diffusion Profile slot in their custom Shader GUI. To address this while continuing to use the customized shader GUI, you can follow these steps:

1. Navigate to CustomShaderGUI_Body_HDRP.cs and open . Then navigate to the following line:

```
//Make sure DiffusionProfileMaterialUI in  DiffusionProfileMaterialUI.cs is a public static class
//DiffusionProfileMaterialUI.OnGUI(materialEditor, diffusionProfileAsset, diffusionProfileHash, 0);
```

2. Before making any changes, return to the Editor and navigate to .
3. Open DiffusionProfileMaterialUI.cs.
4. Make the static class DiffusionProfileMaterialUI public and save your changes.

```
public static class DiffusionProfileMaterialUI
```

After completing these steps, return to CustomShaderGUI_Body_HDRP.cs . You can now uncomment the specified line and save the changes to integrate the Diffusion Profile slot into your custom Shader GUI.

```
//Make sure DiffusionProfileMaterialUI in  DiffusionProfileMaterialUI.cs is a public static class
DiffusionProfileMaterialUI.OnGUI(materialEditor, diffusionProfileAsset, diffusionProfileHash, 0);
```

Navigate through Demo Scenes

To have a more interactive experience with the demo scenes enter play mode and use the following hotkeys to navigate through the different options provided attached in MICRO STUDIO(SCENE MANAGER) object:

Change Lighting Setting Forward: 'Right Arrow' / 'D' /'Return'

Change Lighting SettingBackward: 'Left Arrow' / 'A'

Change Character/Outfit Forward: 'Right Arrow' / 'D' /'Return' + 'Left Control'

Change Character/Outfit Backward: 'Left Arrow' / 'A' + 'Left Control'

Rotation Character ON/OFF: 'Space'

Calibration Color Show ON/OFF: 'I'

Rotation Character Centered: 'Space' + 'Left Control'

Change Camera : 'C'

Talking Normal : '1'

Talking Whisper: '2'

Talking Angry : '3'

Talking Happy : '4'

Stop Talking : '5'

Is it possible to attach new clothes to these characters?

The short answer is yes; they are indeed designed with that intention. However, it is also true that you will need to use a third-party program, such as Blender, for this purpose. In this regard, I have developed a specific add-on for Blender to facilitate this task. For more information about it, please check the following Youtube Playlist:

https://www.youtube.com/watch?v=vGGVcBzgeGE&list=PLMNxE0TPL_2O0TEf8WzSFX6MGNZcQrjOb

Is there any way to lower the polygon account?

Absolutely! After deciding on the final outfit for your character, simply export it to a third-party modeling software, like Blender. Once there, select all the body polygons that are hidden by the outfit meshes and delete them. Afterward, reimport them back into Unity.

Usually, other packages already include multiple decimated models, but I prefer to leave this decision to the end-user. Perhaps you want to make certain modifications to the outfits before making any drastic decisions that later can't be changed.

If you prefer not to decimate the models, you can use the function included in my shaders to utilize alpha masks for hiding any part painted black in the mask. This approach will deliver visually pixel-perfect results, but keep in mind that polygons will still be drawn and consume resources.

Attaching the expression manager.

Eventually I have a tutorial video about this and update the scripts. For now when attaching it, first rick click on it and reset it. Then fill the expression arrays, the meshes references and and the profiles for each talking mode (all of them inside said array).