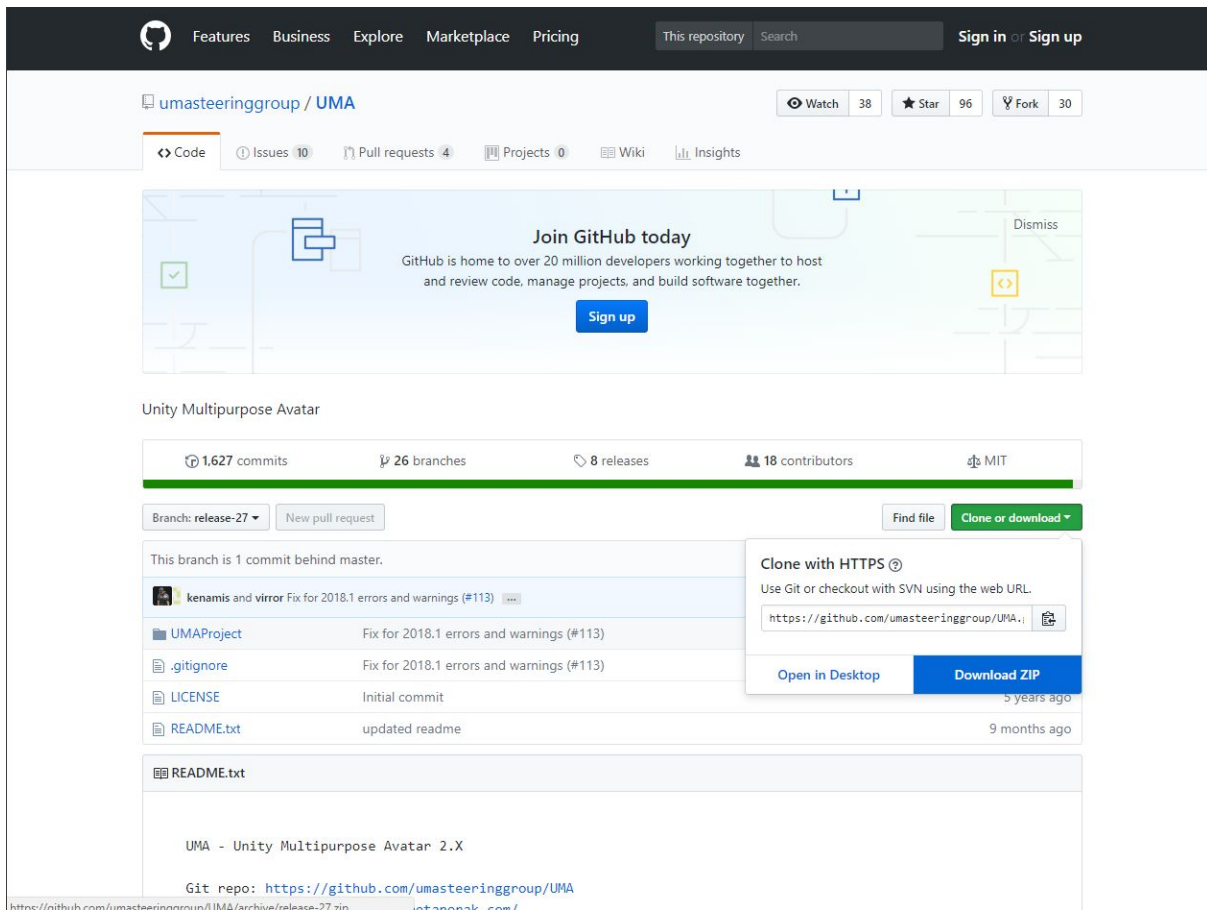


UMA Clothing Pack - Documentation

1. Install UMA 2.7.0

The asset was created with UMA version 2.7.0. It is highly recommended to install this version of UMA. To get it, go to

<https://github.com/umasteeringgroup/UMA/tree/release-27> and download ZIP package.



To find more informations about installing and using UMA, please check its documentation at:

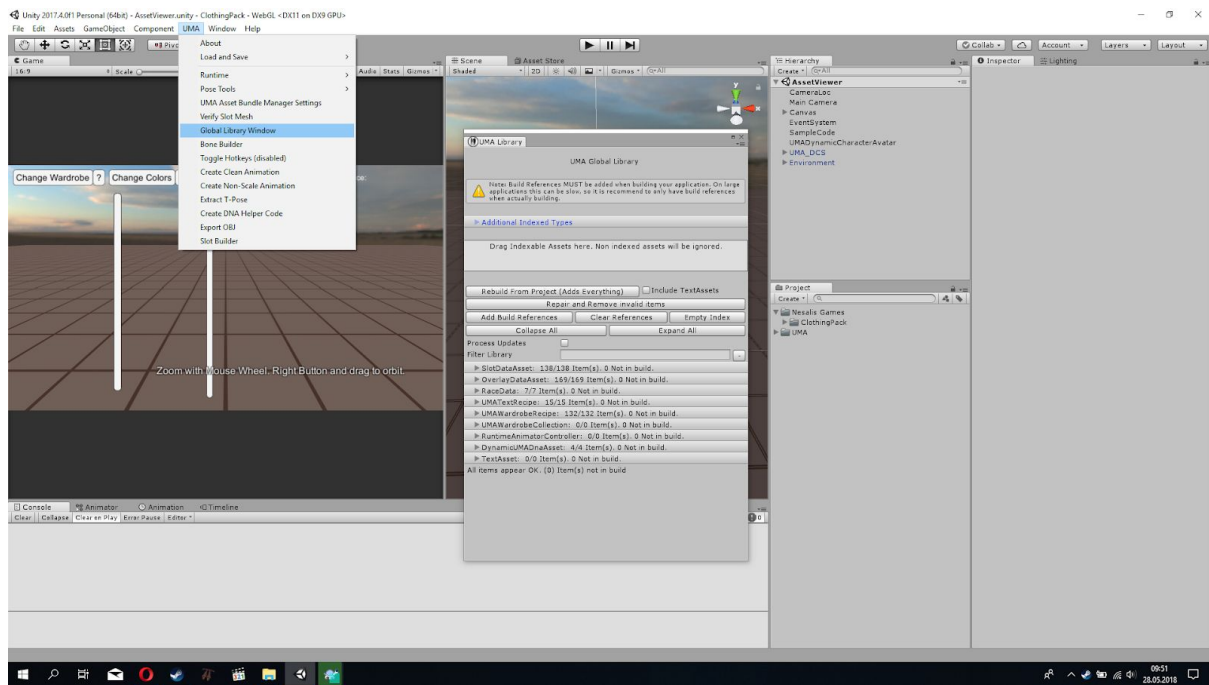
http://www.umawiki.secretanorak.com/Main_Page

Or you can download exact same package we use for that asset (UMA 2.7.0) from:

<https://drive.google.com/file/d/1fesqwvdpB9BdzFHZjOt-C41-nTN4ixjC/view?usp=sharing>

2. Add to library

Make sure you added folder to UMA Global Library. To make it, please drag the package folder into UMA's Global Library Window drop area.



3. Use clothes

There are 3 ways to use clothes from UMA Clothing Pack.

a) **Copy from Demo scene**

The fastest way is to copy the entire avatar with clothes applied, from our demo scene to scene of choice.

b) **Create basic UMA avatar**

The other way is to create basic UMA avatar and apply wardrobe slots from Clothing Pack to “Default Wardrobe Recipes” property on avatar script.

c) **Design character on AssetViewer scene**

In Asset Viewer scene you can simply select all clothes you want to use on character and save whole avatar recipe by selecting “UMADynamicCharacterAvatar” in hierarchy and use “SaveSelectedAvatar asset” option from UMA toolbar.

4. Support

If you have any questions or problems with UMA Clothing Pack, please contact us at studio@nesalisgames.com