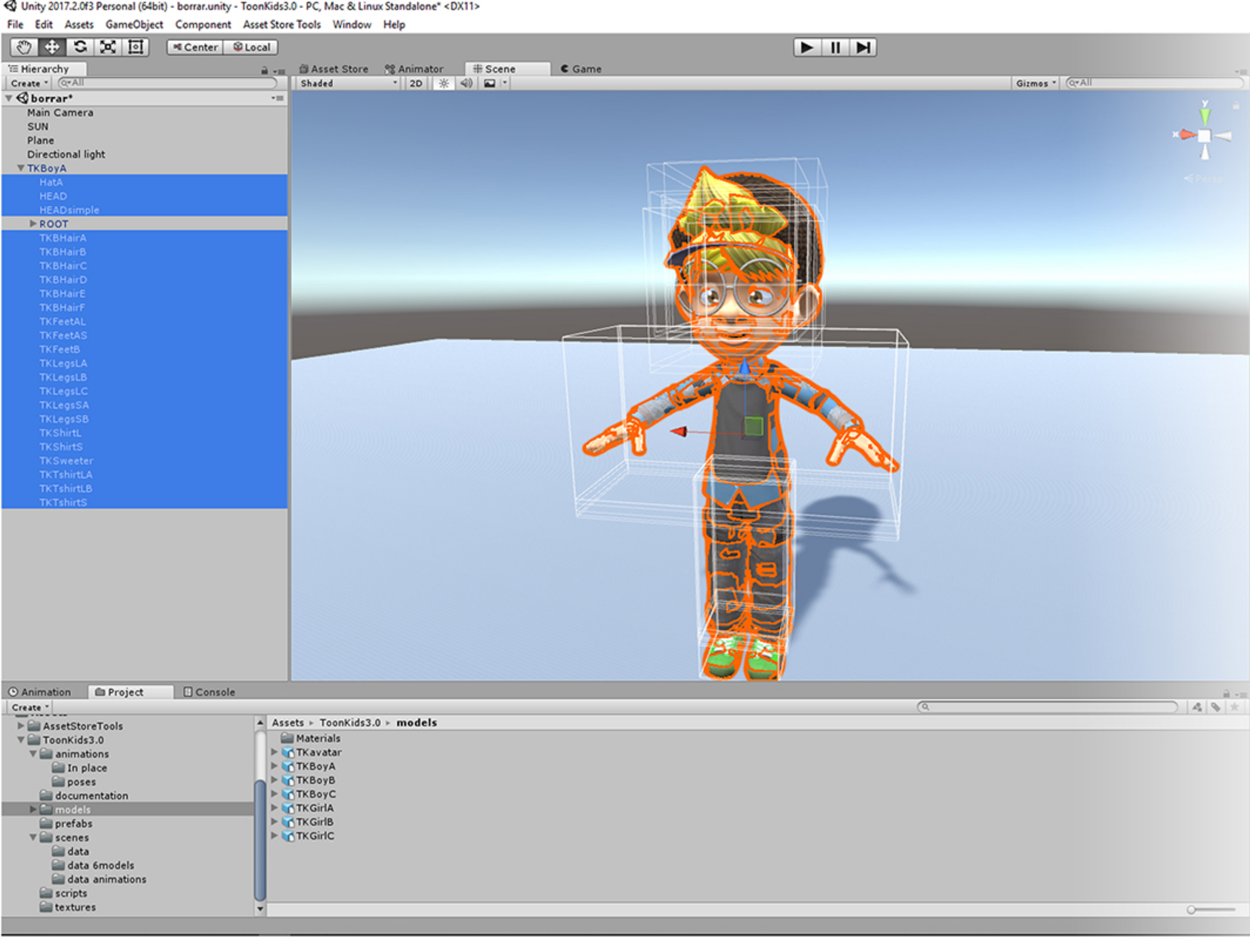


# Let's create a character.

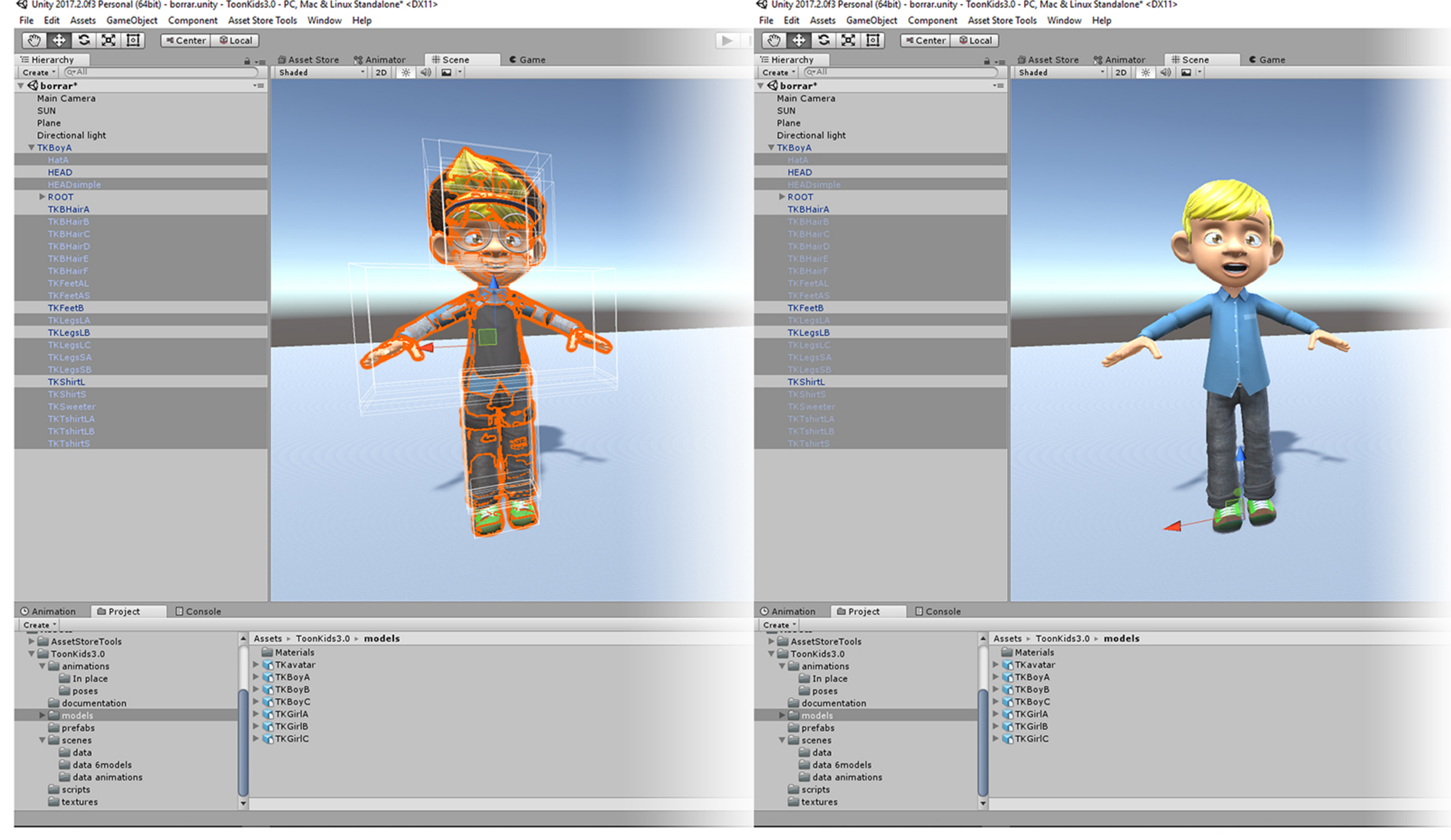
(Or check the Scripts document to find an easier way)

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.

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.

TKBoyA...C			boy	common
HEAD		with blendshapes	TKBoyA...C.01...05	
HEADsimple		no blendshapes	TKBoyA...C.01...05	
TKBHairA			TKBHairA01...03	
TKBHairB			TKBHairB01...03	
TKBHairC			TKBHairC01...03	
TKBHairD			TKBHairD01...03	
TKBHairE			TKBHairE01...03	
TKBHairF				TKBHairF01
TKShirtL				TKShirtL01...
TKShirtS				TKShirtS01...
TKSweater				TKSweater01...
TKTshirtLA				TKTshirtL01...
TKTshirtLB				TKTshirtL01...
TKTshirtS				TKTshirtL01...
TKLegsLA				TKLegsL01...
TKLegsLB				TKLegsL01...
TKLegsLC				TKLegsL01...
TKLegsSA				TKLegsL01...
TKLegsSB				TKLegsL01...
TKFeetAL				TKFeetA01...
TKFeetAS				TKFeetA01...
TKFeetB				TKFeetB01...
Glasses				glasses A...F 01...

TKGirlA...C			material	
name	look	comment	girl	common
HEAD		with blendshapes	TKGirlA...C.01...05	
HEADsimple		no blendshapes	TKGirlA...C.01...05	
TKBHairA			TKBHairA01...03	
TKBHairB			TKBHairB01...03	
TKBHairC			TKBHairC01...03	
TKBHairD			TKBHairD01...03	
TKBHairE			TKBHairE01...03	
TKBHairF				TKBHairF01
TKShirtL				TKShirtL01...
TKShirtS				TKShirtS01...
TKSweater				TKSweater01...
TKTshirtLA				TKTshirtL01...
TKTshirtLB				TKTshirtL01...
TKTshirtS				TKTshirtL01...
TKDressL			TKDressL01...	
TKDressS			TKDressL01...	
TKGLegsSkirt			TKDressL01...	
TKLegsLA				TKLegsL01...
TKLegsLB				TKLegsL01...
TKLegsLC				TKLegsL01...
TKLegsSA				TKLegsL01...
TKLegsSB				TKLegsL01...
TKFeetAL				TKFeetA01...
TKFeetAS				TKFeetA01...
TKFeetB				TKFeetB01...
TKFeetC			TKFeetC01...	
Glasses				glasses A...F 01...



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: TKAvataravatar.

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.

Any doubts? Please write me on my email address: jbgarraza@jb3d.es