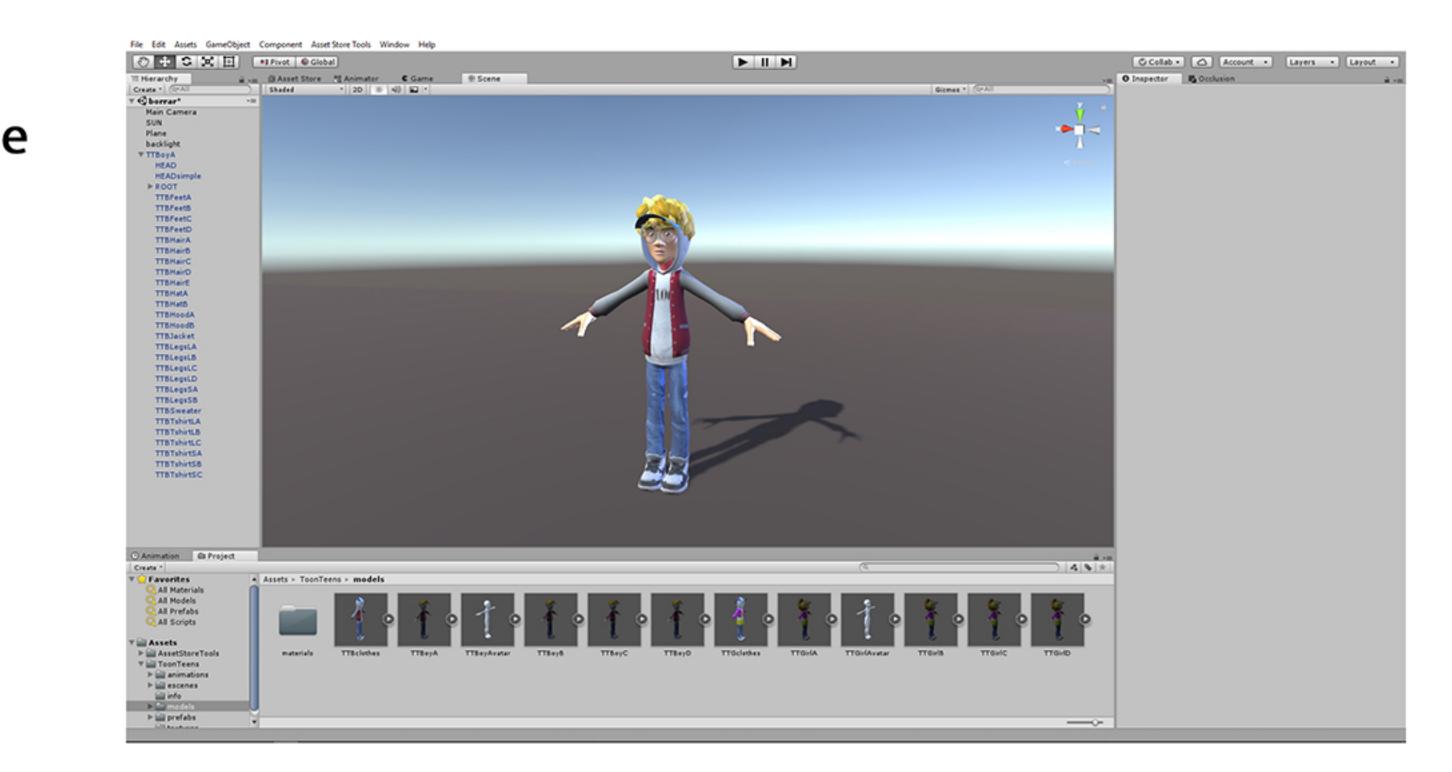
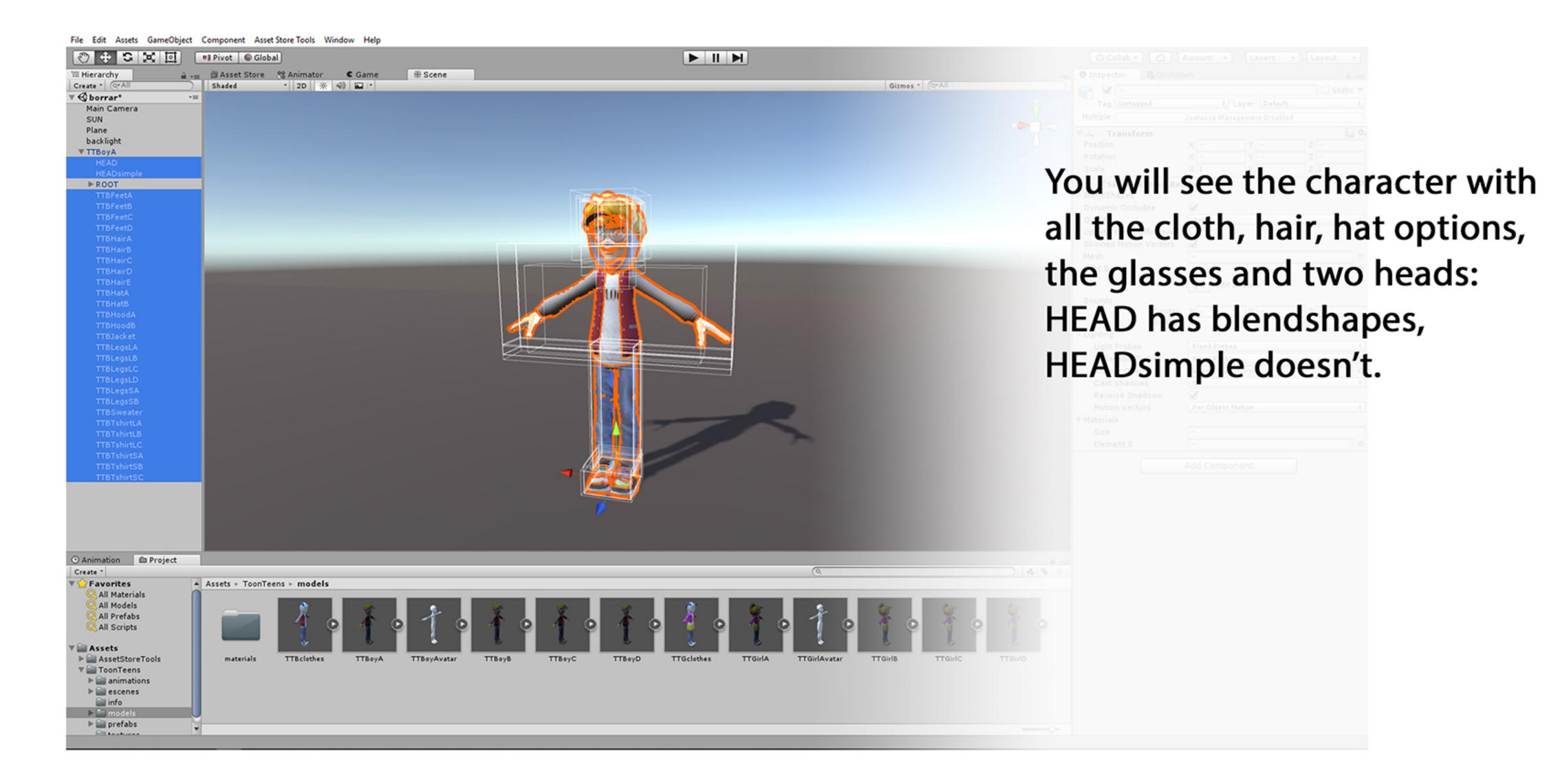
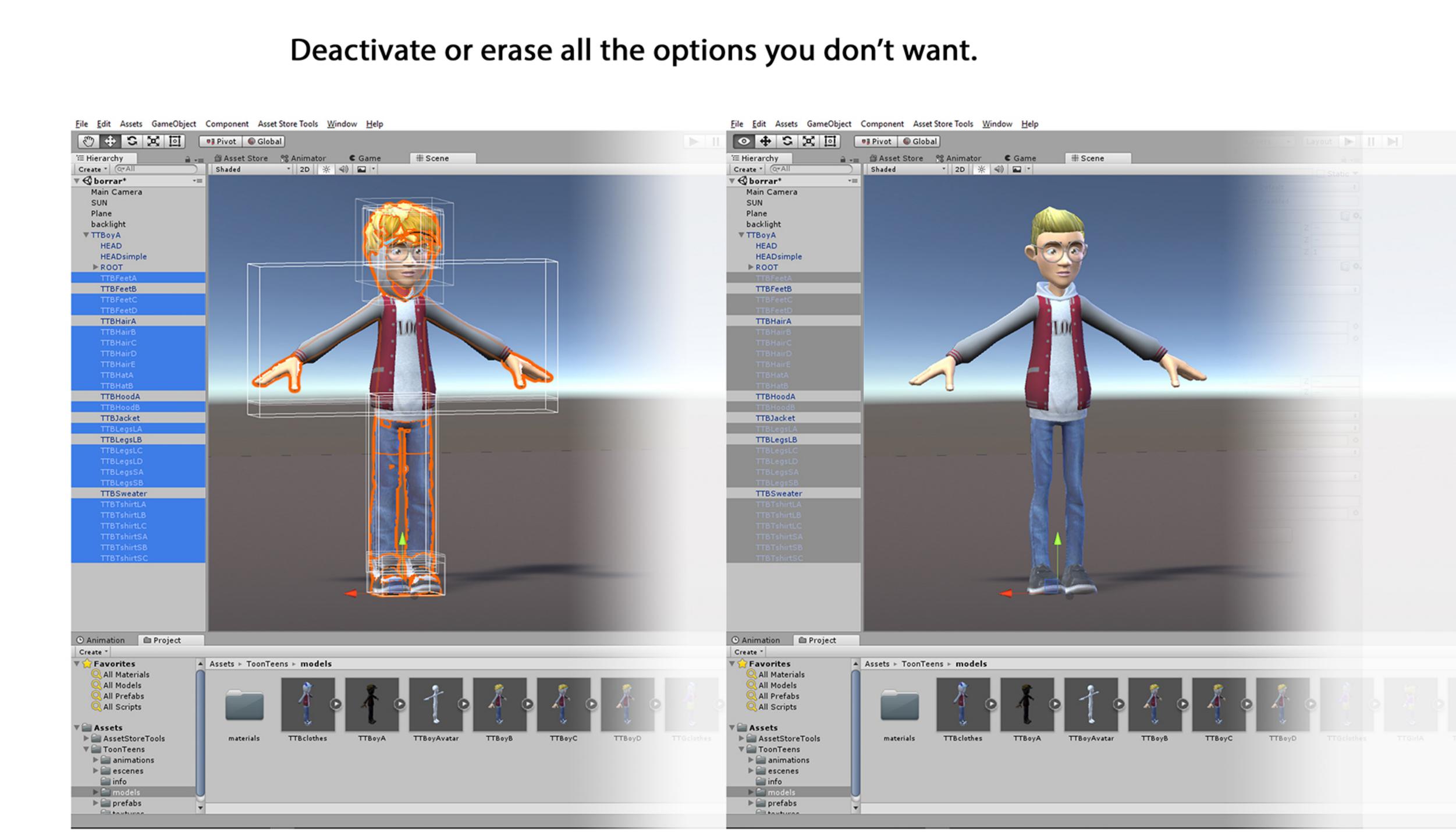
## Let's create a character.

(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.

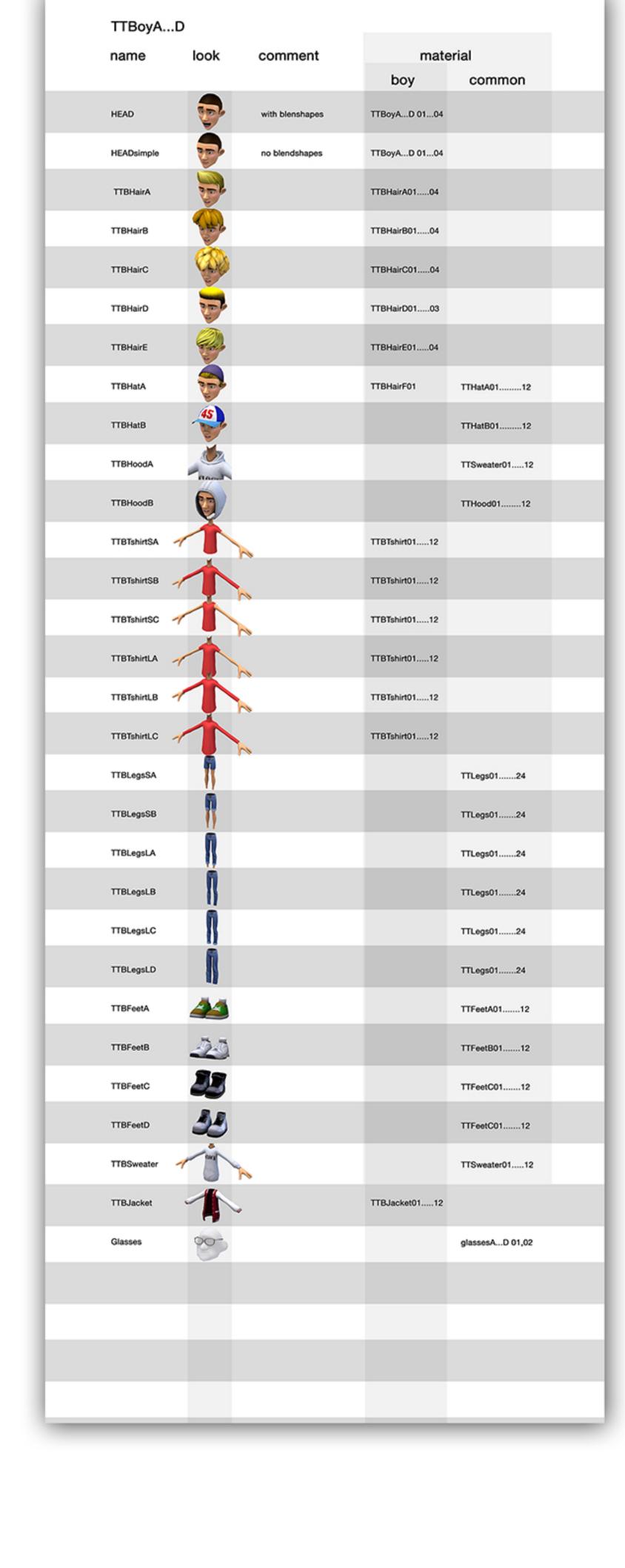


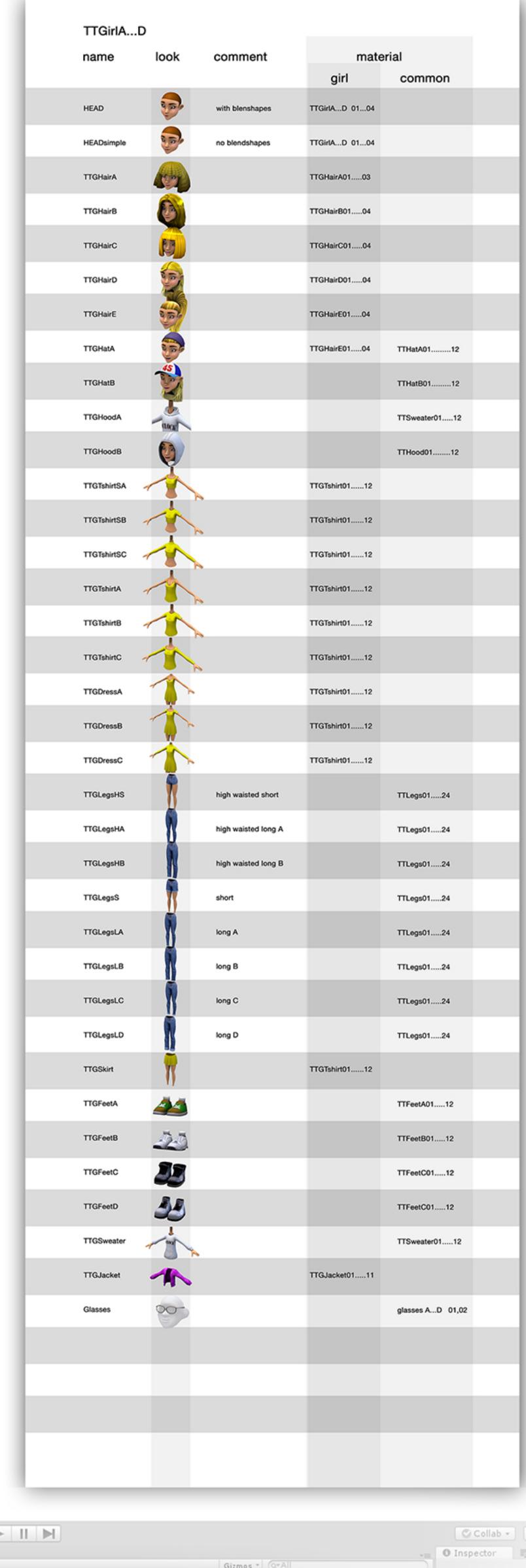




folder to have a quick idea about the look of every model, their material options and the folder where you can find them. All the materials are standar shaders.

Now let's choose the materials. You can check the visual guide included in the documentation







remove hats and glasses easely. If you want to see the character in motion add any of the animation controllers in the animations folder and press play.

for the girls.

Don't forget to assign the right avatar, TTBoyavataravatar for the boys, TTGirlavataravatar

## values.

**PHONE** If you use an animation with phone, link the prefab to the rigth hand and reset its transform

## **POSES**

- You can use the script poses (in the scripts folder) with one of these animator controllers: -boyposes
- -boysitdownposes

-girlposes

-girlsitdownposes Within it you can fill the field Pose and the character will play a static stance, from 1 to 12,

any other value will make the character uses a random one.

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