

SCRIPTS

You will find these scripts in the scripts folder.

MaleTPPPrefabMaker & FemaleTPPPrefabMaker



These scripts applied to any standar model will let you customize them in the editor, part by part or randomly and create copies or finish the job by deleting all the unused elements and the script itself.

You can find charcater ready to be configured in the Prefabs/Prefabmaker folder.

MaleVRTPPrefabMaker & FemaleVRTPPrefabMaker

The same than the first ones but for the VRavatar models.

playanimation

It let you make any character to play any animation by name. The character have to have the animationcontroller allanimations. It has several otions:

- Delayed apply some dely at the begining of the animation.
- Happy, sad... the character will show that expresion.

poses

It let you make any character to choose a pose by number. The character have to have one of these animationcontrollers:

Male_poses
Female_poses
Elder_poses
Male_sitdownposes
Female_sitdownposes
Elder_sitdownposes

All of them have 17 poses, set the number or a higher one to use a random option.

RagDoll

The script *RagDoll* (in the scripts folder) applied to a character with rag dolls will deactivate the animator component in a random time.

SPAWNER & DESTROYER

SPAWNER is applied to the prefab object SPAWNER in the *142prefabs* folder, it will create random characters that will walk away with the deviation set in the deviation option.

DESTROYER is applied to the prefab object DESTROYER in the 142prefab folder, it will destroy any charcater that collide with it.

Other scripts are described in the Demoscene document.

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