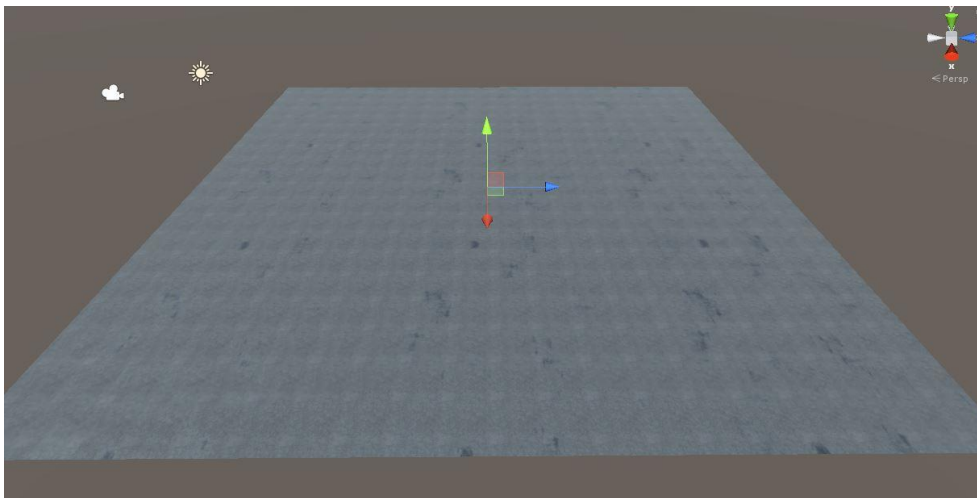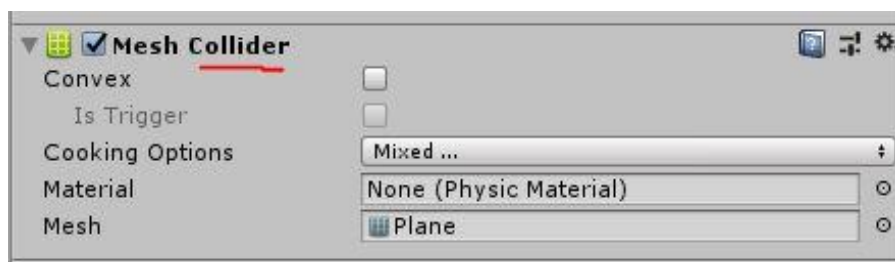# CITIZENS PRO

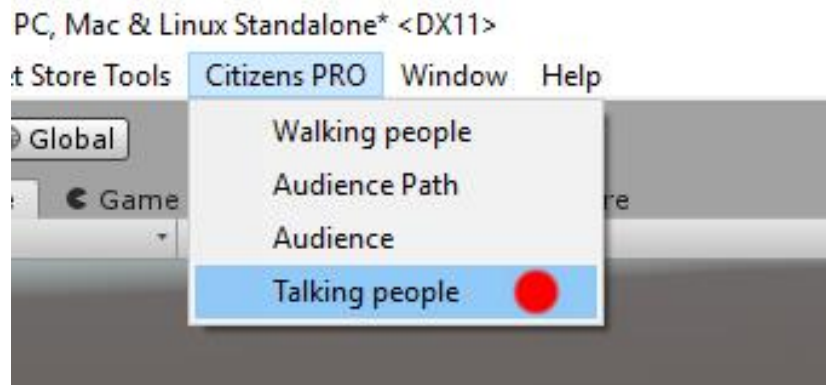*Tutorial - How to create Talking People.*

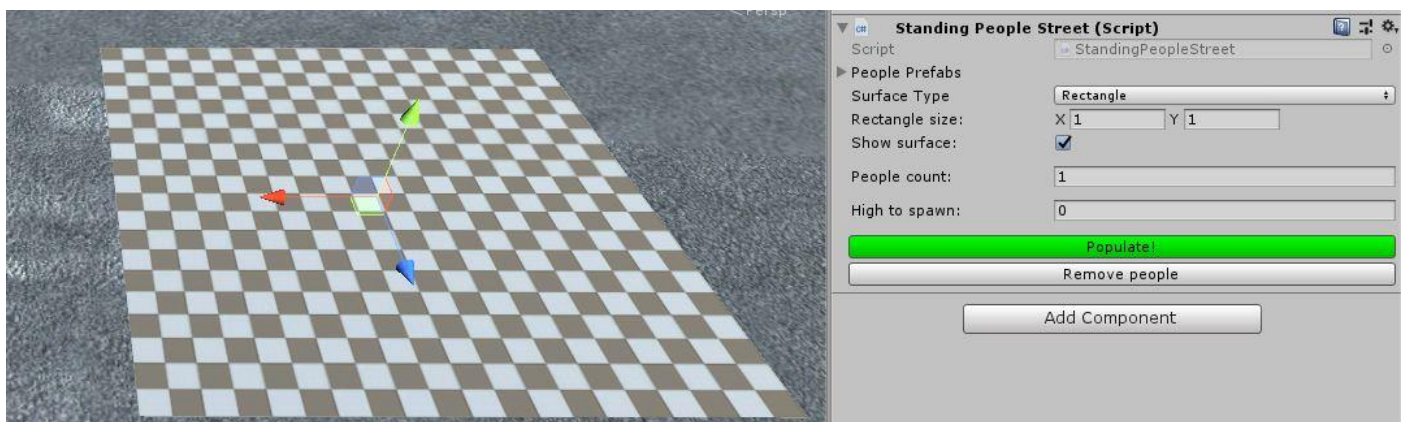1. To create people in the scene, we need a surface with a collider.

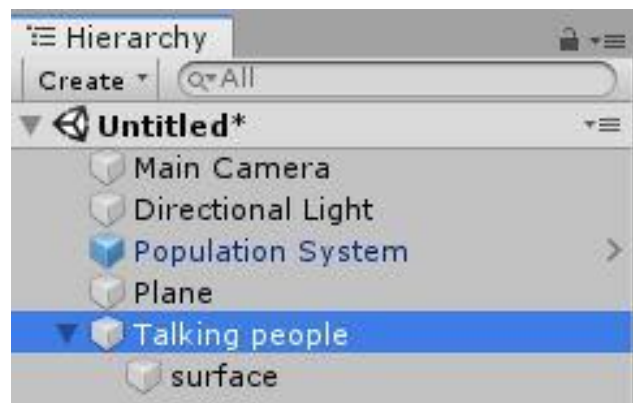2. The surface where people will be located must have a collider.

3. In the top menu, click the Citizens PRO tab. And select Talking People
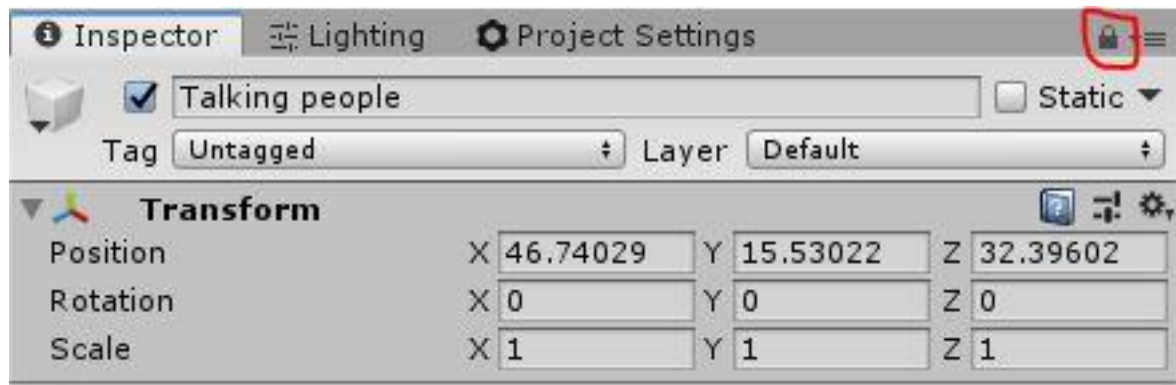

4. Click the mouse on the plane or your terrain. And we see a checkered area where people will be.
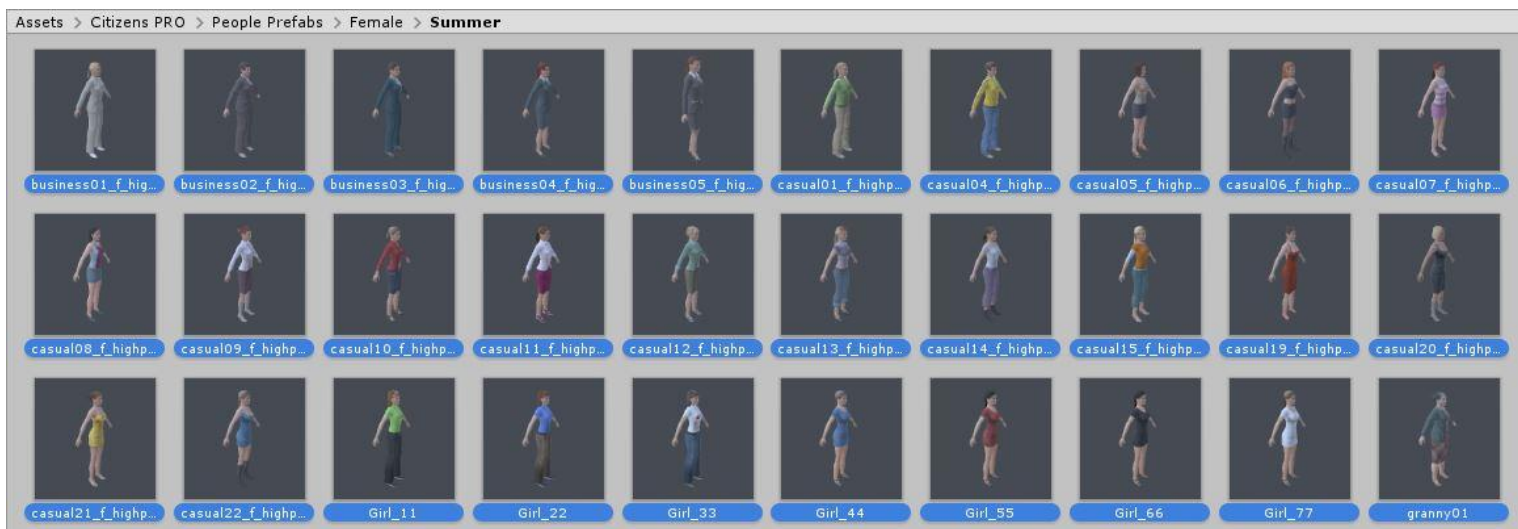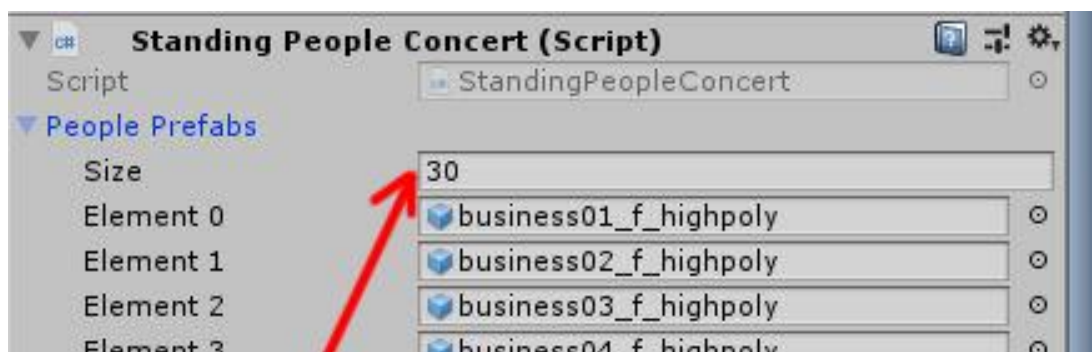

5. Choose Talking People

6. Now we need to turn on the lock for a while, this is necessary so that we can add all the people at a time
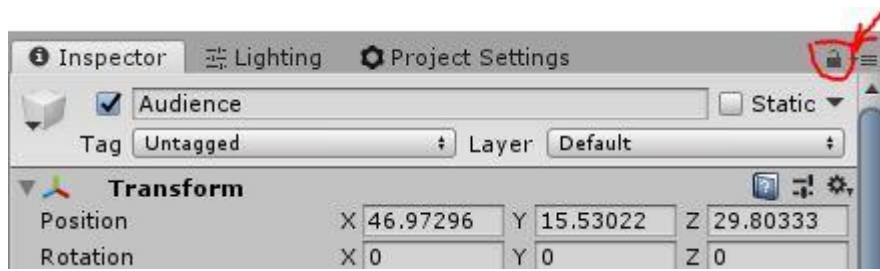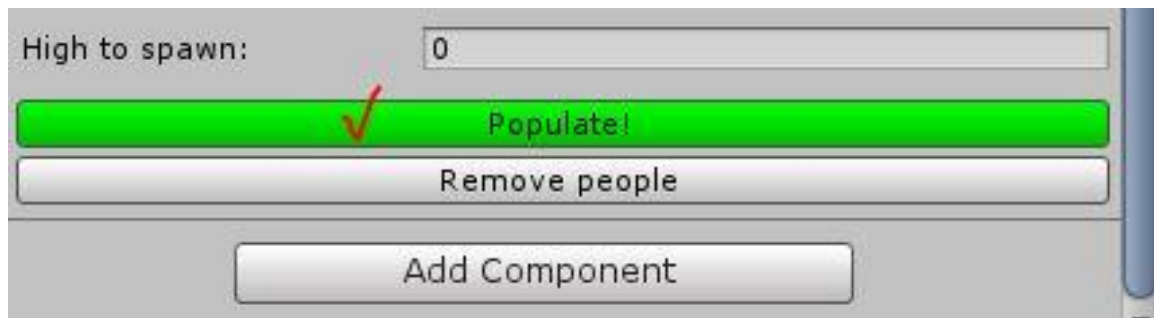

7. Now it is necessary to select all people

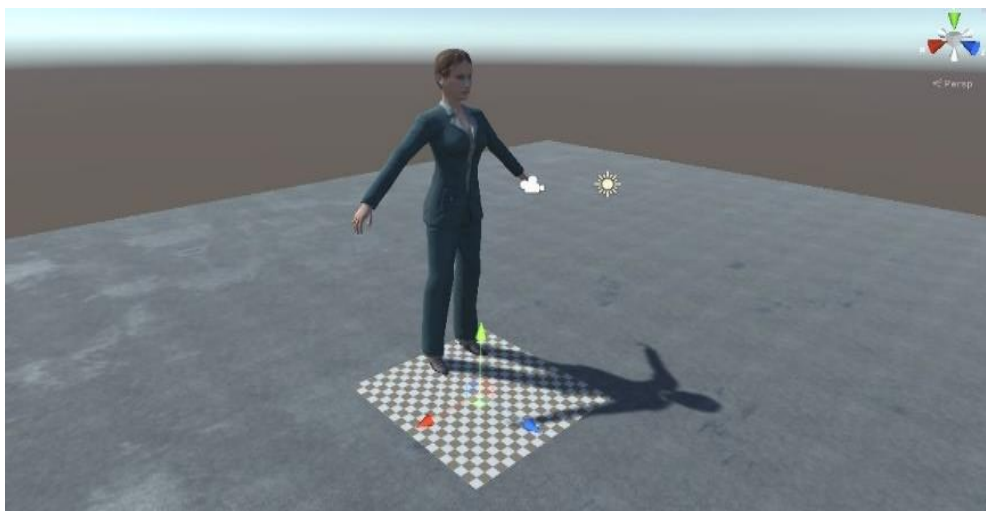8. And we transfer all people to the specified place, as in the picture

9. Now you can remove the lock

9. Press the button to Populate!

10. And we see on our plane, one person.

11. We make the size of the Plain 20 times larger and set the number of people per 100.
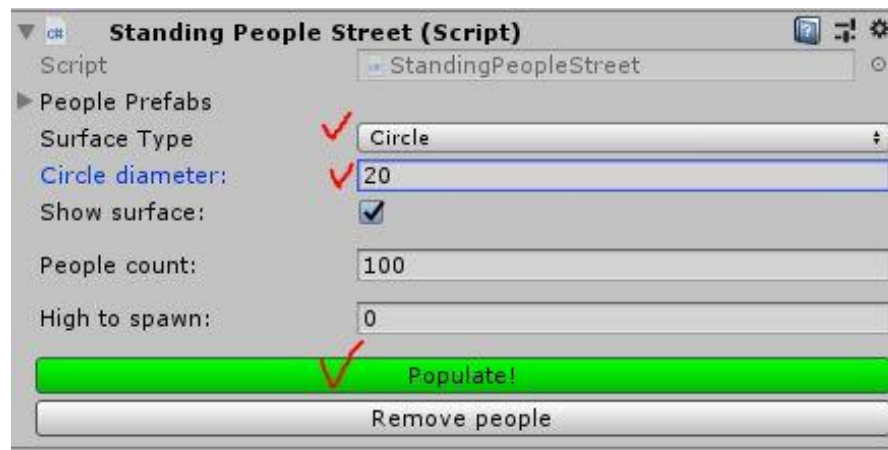
Again press the button Populate!

12. So much better!

13. Also we can make our area of circular shape, and change the diameter.
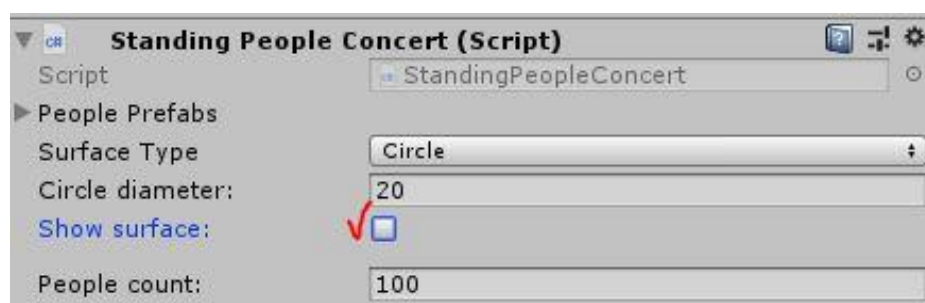
And click on Populate!

14. And we see!

15. If the area with squares is no longer needed, you can turn it off.

16. It looks so.

17. High to spawn function. The name speaks for itself.

18. For example: You have surfaces with different heights, such as stairs and bridges, this parameter will help you to position people correctly so that they are where you want them.

And remember, until you hit the Populate! Your settings will not be updated!

GOOD LOOK! ☺