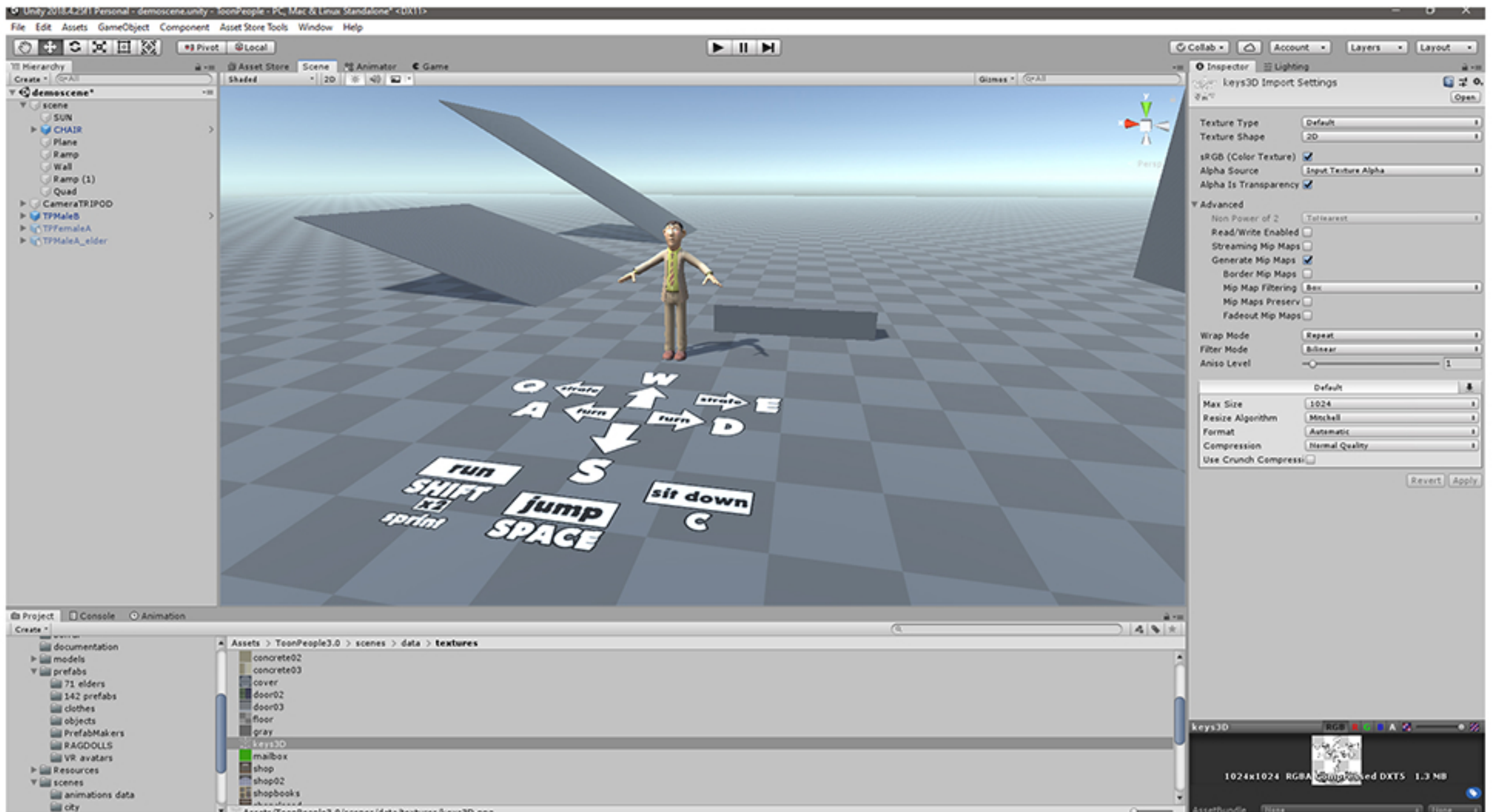


Demoscene.

This a scene used to test the animations.



In this scene you will find a character *TPMaleB*.
You can control him using:

W	move forward
S	move backwards
A	turn left
D	turn right
Q	strafe left
E	strafe right
space	jump
shift	run
shift when runing	sprint
c	sit down (if posible)

You can control the camera moving the mouse and using the mousewheel.

The character uses a script: *TPCharacterController3D* (in the scripts folder) and uses an animation controller: *MaleD* (in the scripts folder).
If you use a female or elder character use *Female3D* or *Elder3D*.

You can configure the walkspeed, runspeed, sprintspeed, turnspeed, strafespeed and jumpforce.

There are other two characters deactivated and ready to be used:
TPFemaleA and
TPMaleA_elder.

Activate only one of them to test it.

If you want to test any other character you will have to place it in the scene and
-add a collider
-the animatorcontroller
-tag Player
-and the script *TPCharacterController3D* and configure it.

The camera is a child of an empty object nemed CameraTRIPOD, this uses a script *TPcamera3D* (in the scripts folder), the view will follow the active character with the tag player.

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