

## DOCUMENTATION

Observations: There are only 2 scripts in the project, one called "CustomizeScript" that is used to insert the objects that will be used, such as clothes, hair, etc.

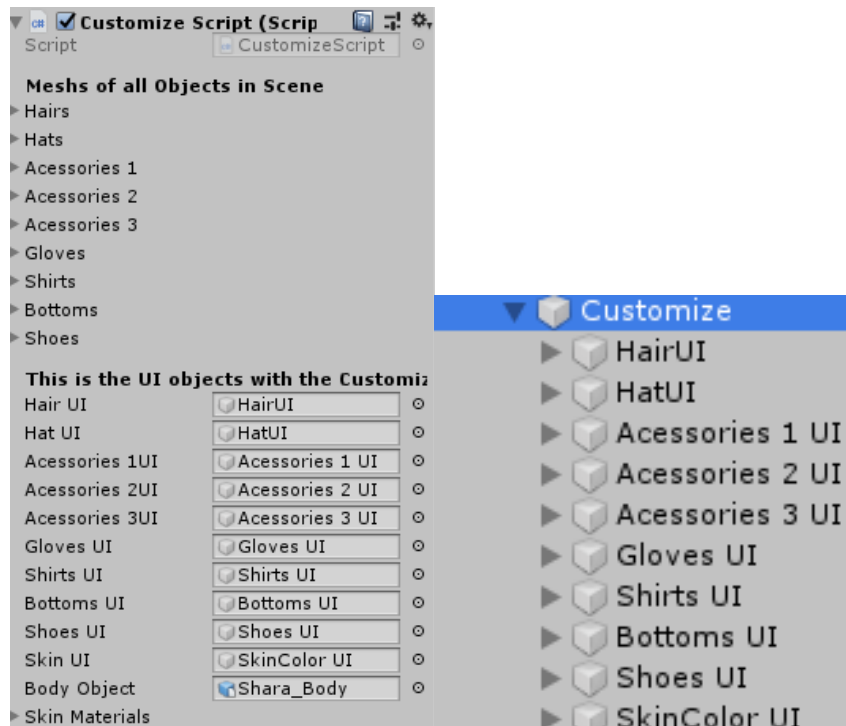
The other script is named "CustomizeID", this must be in the components of the Canvas, as shown in the scene "CustomizeSceneExample".

### INSERTING CUSTOMIZATION OBJECTS:

Your character model must be inserted with the clothes, accessories, etc., in separate "Meshs". After inserting your character in the scene, these objects must be inserted in the "CustomizeScript" script, as demonstrated in "CustomizeSceneExample".

UI objects, such as "HairUI", "HatUI", etc., must be inserted as requested in the same script.

The skin color can be changed by materials with different colors and configured in "CustomizeScript".



## CONFIGURING CANVAS.

After creating the Canvas as demonstrated in the "CustomizeSceneExample", insert the components that will control the parameters such as "Hair Style", "Hat", "Shirts", etc., you must insert the script "CustomizeID" in each one, and define what each object represents, in the "Type of the object" booleans.

The "Next" and "Previous" buttons must be configured in the button's "OnClick" function, such as "CustomizeID.\_Next" and "CustomizeID.\_Previous", as demonstrated in "CustomizeSceneExample".

All changes are saved to PlayerPrefs at update time.

You can switch scenes by pressing "e".

The next scene must have the same scenario components as the previous one, so that the saved clothes and accessories, etc., are transferred to another scene.

"Myreference" requested in "CustomizeID" is the object in which the "CustomizeScript" script is inserted.

