

**3D**

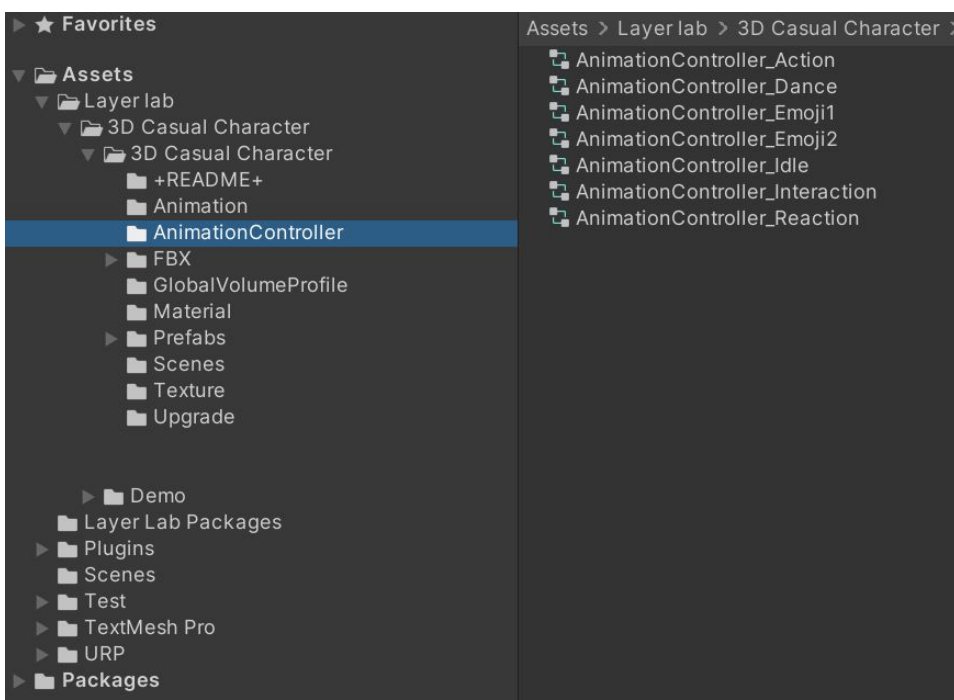
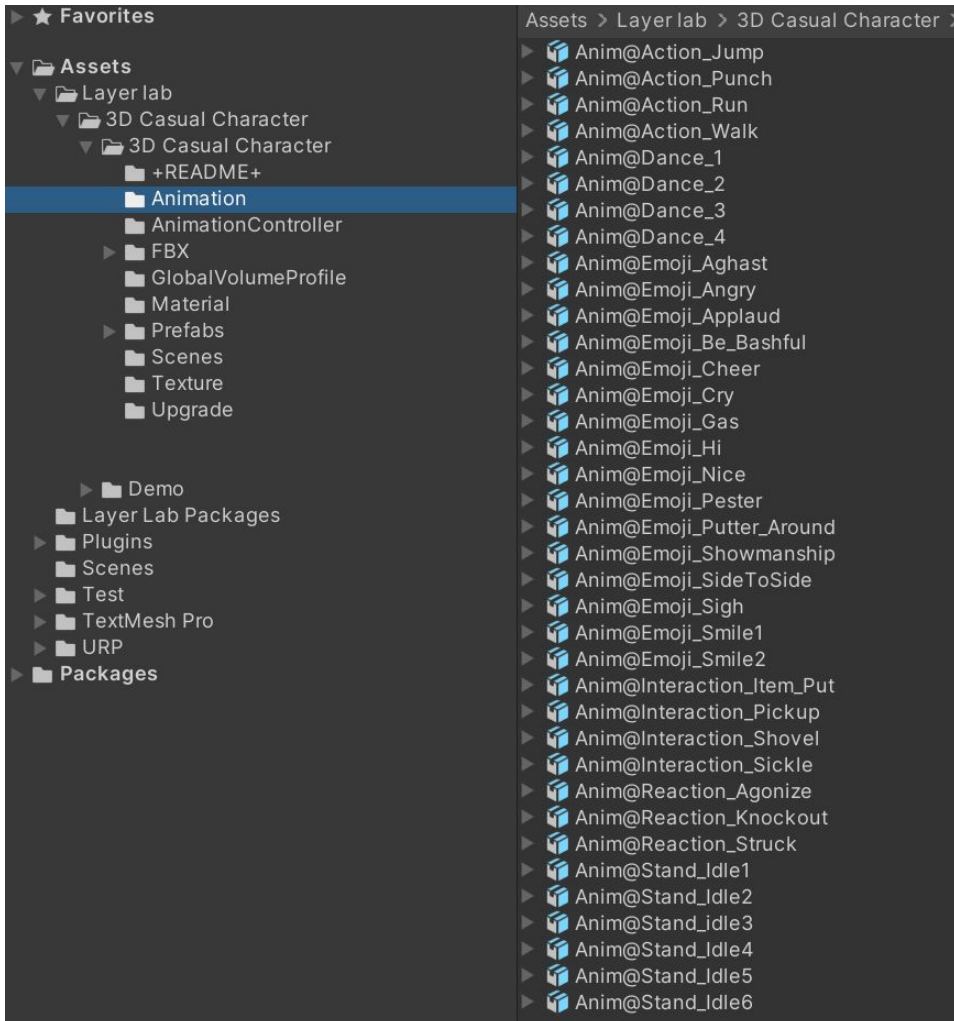
# **CASUAL CHARACTER**



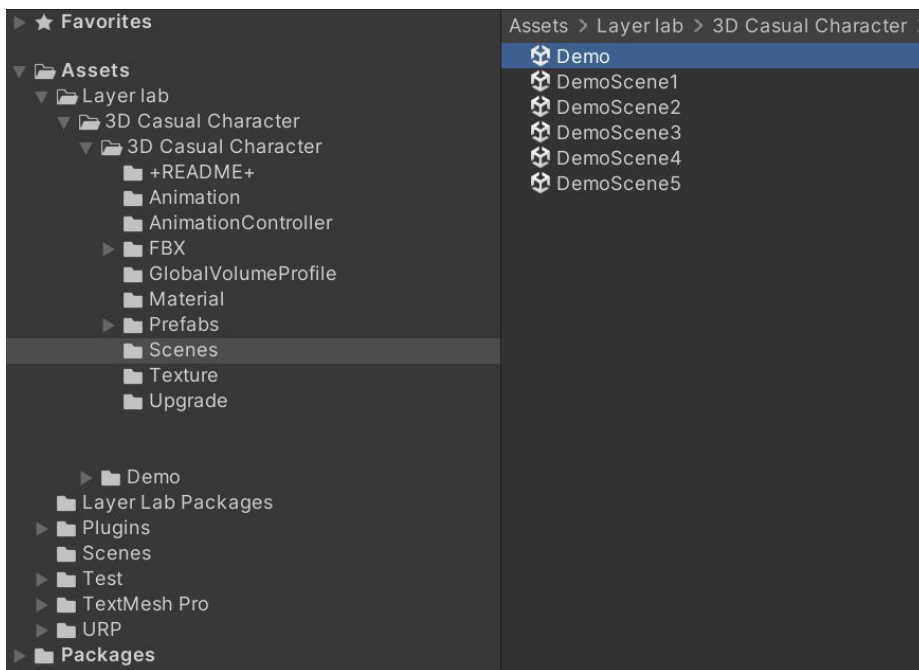
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All Animations are located in the path below.

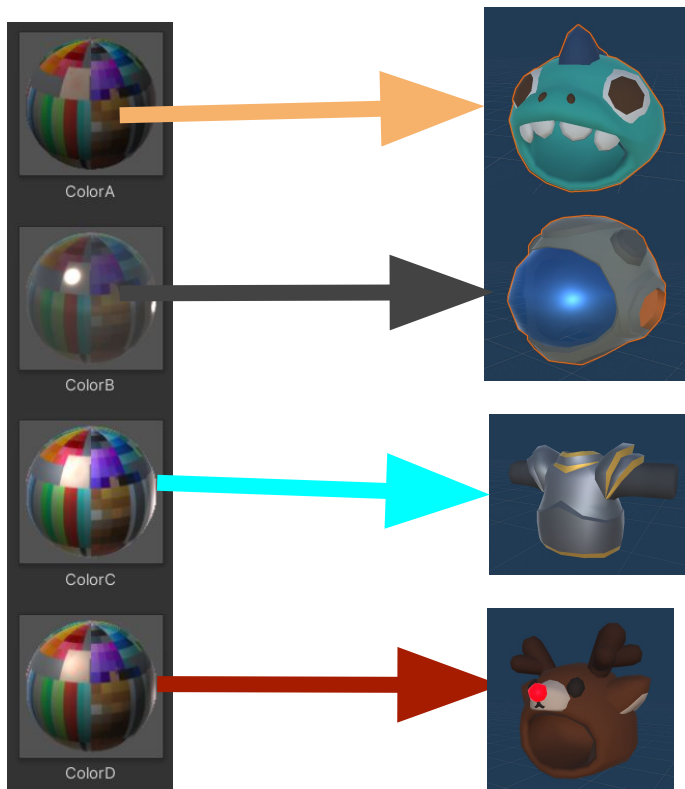


All Switches are located in the path below.



The GUI and Icon included in the pack are not commercially available.

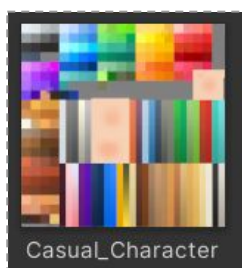
Feel free to use the model that best fits your workflow.



### • Material

The color of an object looks different depending on the material.

- **ColorA** Basic Material
- **ColorB** Transperant Material
- **ColorC** Metalness Material
- **ColorD** Emission Material

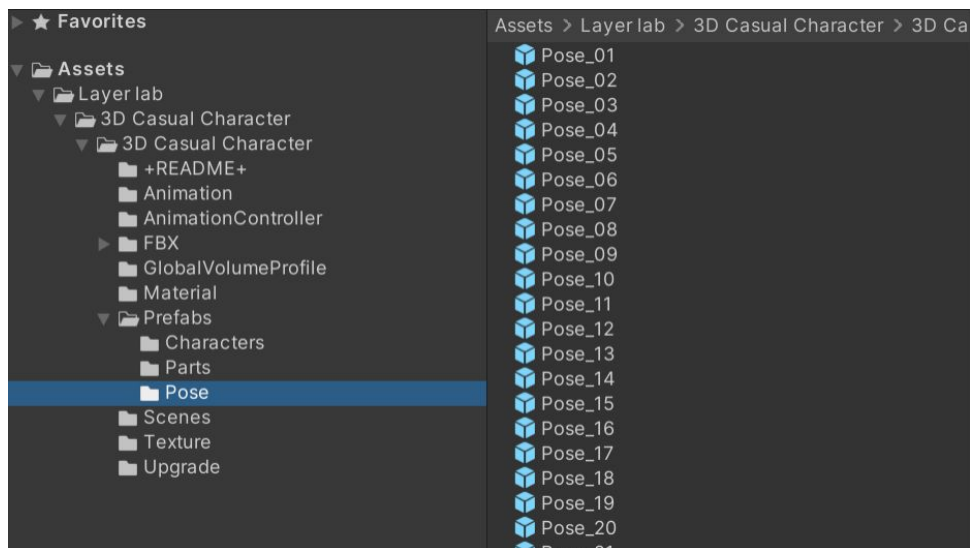
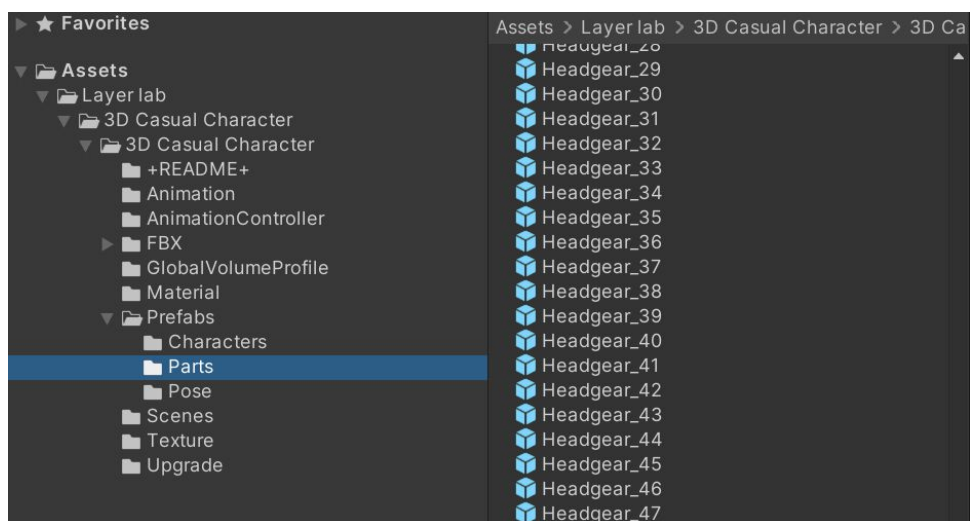
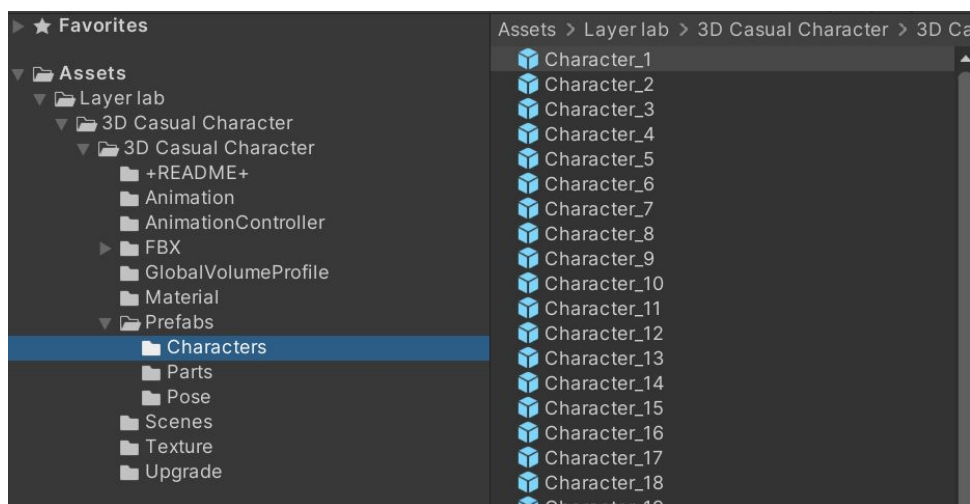


### • Texture

The color of the object is affected by the texture.

For speed and mobile use, all prefabs share one Atlas texture.

All Models pre-fabs are located in the path below.



You can preview the models in the scene.

## Demoscene1



## Demoscene2



## Demoscene3





You can preview the models in the scene.

## Demoscene4



## Demoscene5



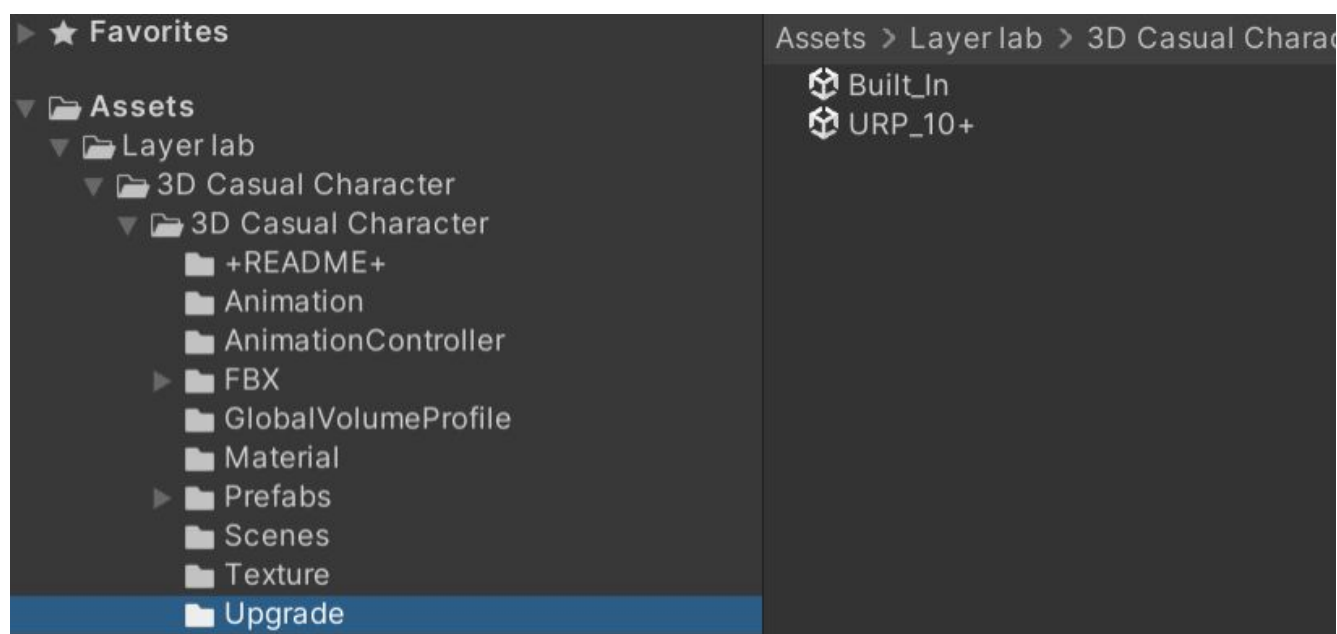
## How to upgrade to LWRP / Universal Pipeline

Make sure your project is properly set up to use LWRP or Universal Pipeline.

Locate the '**3D Props Casual Character > Upgrade > URP\_10+**' folder, open the bundled integration package and import it into your project.

This will overwrite the standard shaders, custom shaders and materials available in LWRP.

**You can also revert to standard materials by opening and importing the integrated package '3D Props Casual Character > Upgrade > Built\_In'.**









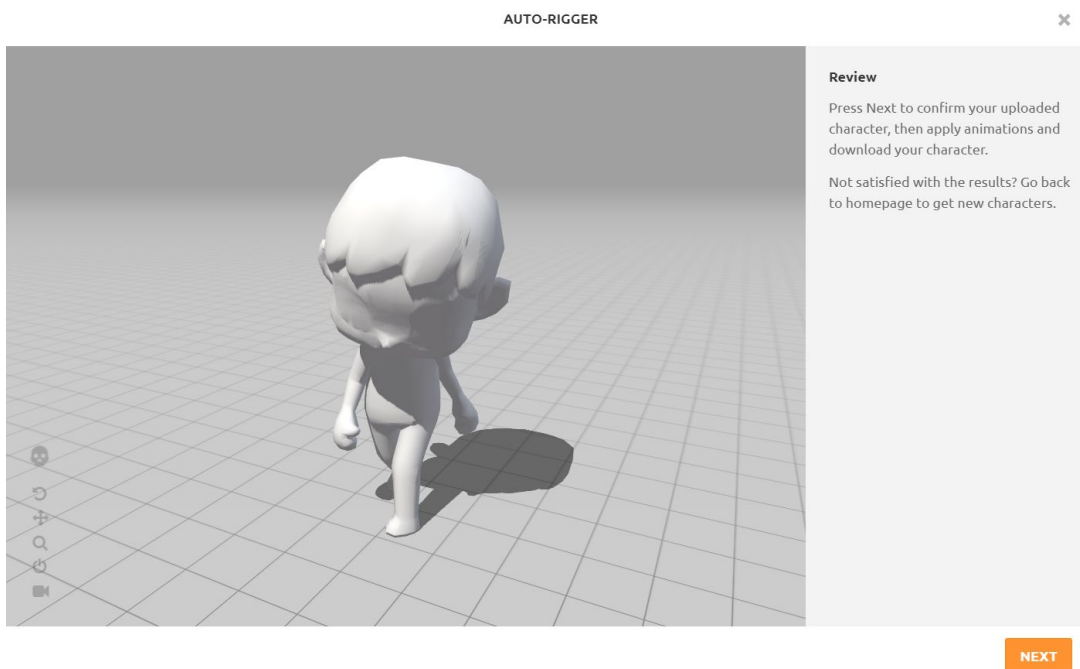
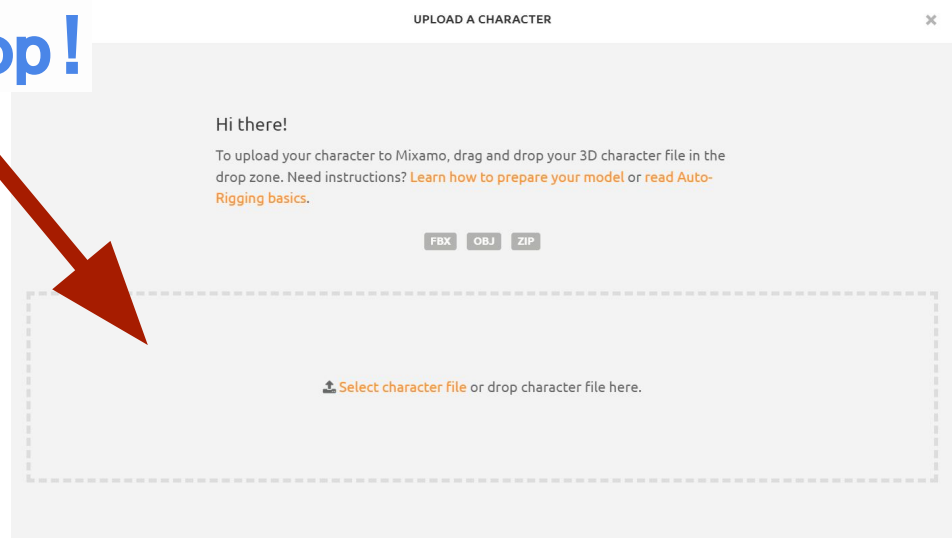
It's a character basic FBX file

If you want to extract animations from mixamo.

You can use this file.

 Character	2023-12-20 오후 9:42	3D Object
 Character.fbx.meta	2023-12-19 오후 5:17	META 파일
 Character_Basic	2023-12-21 오후 5:14	3D Object
 Character_Basic.fbx.meta	2023-12-21 오후 5:15	META 파일

Drag & Drop!



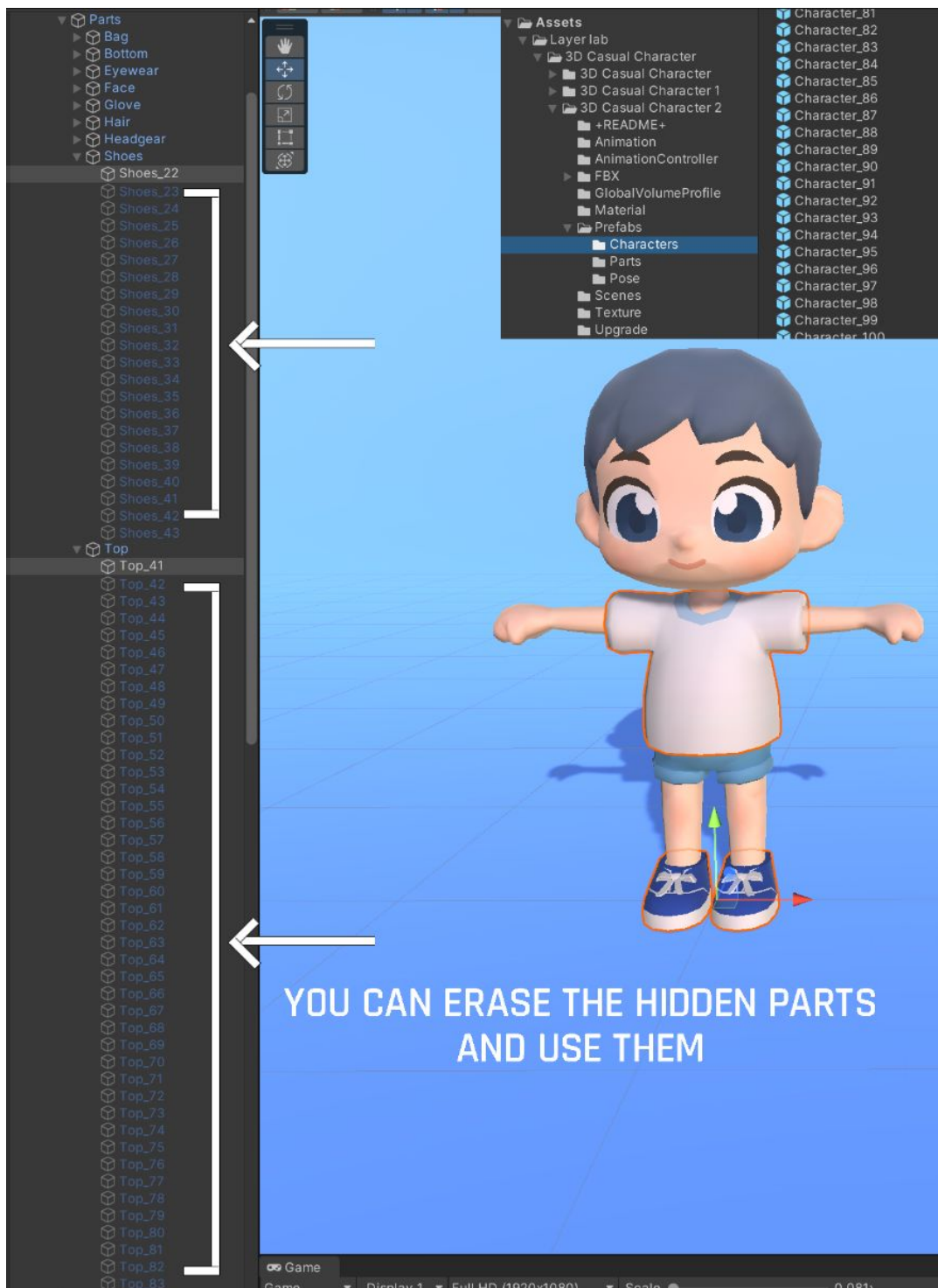
## 08 Character



FBX doesn't need to be exported separately

Open the entries of the characters in the folder

You can erase the hidden parts and use them





**THANK  
YOU**

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