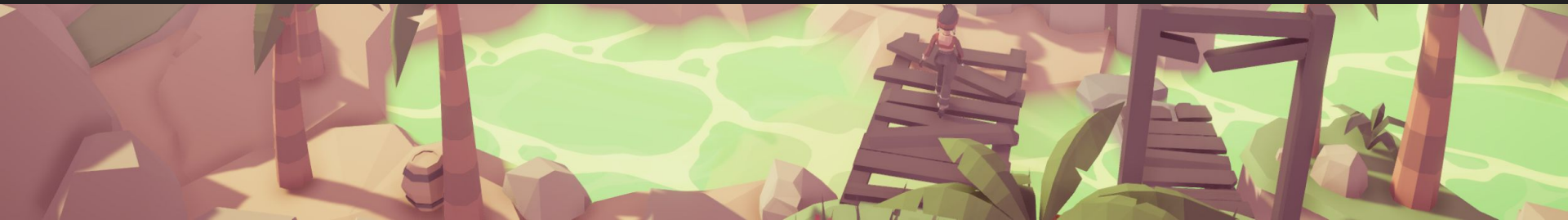




Meshtint Free Knight

A tutorial by Meshtint Studio



Meshtint Studio

Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

Email: info@meshtint.com

Facebook: <https://www.facebook.com/MeshTint/>

Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



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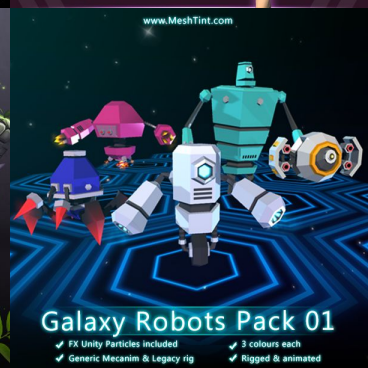
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VERSION 1.4

FOREST CREATURES PACK

✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



Galaxy Robots Pack 01

✓ FX Unity Particles included ✓ 3 colours each
✓ Generic Mecanim & Legacy rig ✓ Rigged & animated



You will require Unity to use this pack. You can download Unity here:

<https://unity3d.com/get-unity/download>



Important

The demo scenes in the package require the following free Unity assets. Please download and import them into your project.

- Post Processing Stack
- Unity's Standard assets > Character



Post Processing Stack

Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here:

<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>



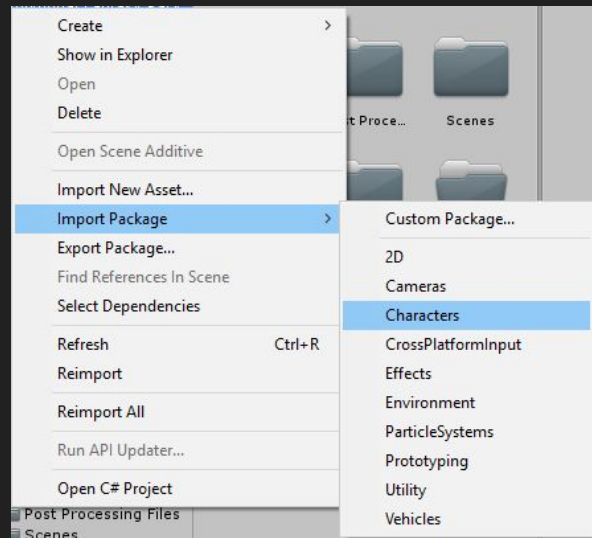
Third Person Character Controller

This collection of assets, scripts, and example scenes can be used to kickstart your Unity learning or be used as the basis for your own projects.

You will probably already have the standard assets when you installed Unity. You can import Third Person Character Controller by right click > import package > characters. See image on the right.

You can download here:

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>





Let's get started!

Third Person Character Controller



We have included a demo scene using Unity's Third Person Character Controller. It's a quick way to see how the character moves using a character controller. Press left, right, up, down arrow button to move around. Spacebar to jump!

You can find this demo scene in the 'Scene' folder.



Humanoid Mecanim Ready

- Meshtint Free Knight is humanoid mecanim ready. That means you can share any humanoid animations you have with Meshtint Free Knight!
- Make sure all animations files that you are going to share are set up as humanoid animations in Unity. See image on the right



Where can you find animations?

- You can buy humanoid animations from the Unity asset store. Shop here: <https://assetstore.unity.com/categories/3d/animations>
- Create your own humanoid animations. Set it up as humanoid rig and share the animations with Meshtint Free Knight. You can find out more here: <https://docs.unity3d.com/Manual/UsingHumanoidChars.html>
- Download free animations from Maximo site here: <https://www.mixamo.com/>



Using Maximo Animations

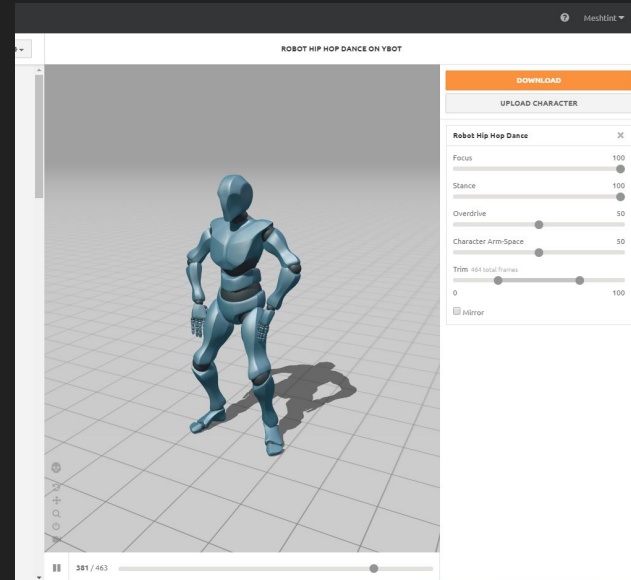
- Using Maximo animations is easy. Simply go the site (<https://www.mixamo.com/>) and download any animations you want.

DOWNLOAD SETTINGS

Format	Skin
<div>FBX For Unity(.fbx)</div>	<div>With Skin</div>
Frames per Second	Keyframe Reduction
<div>30</div>	<div>none</div>

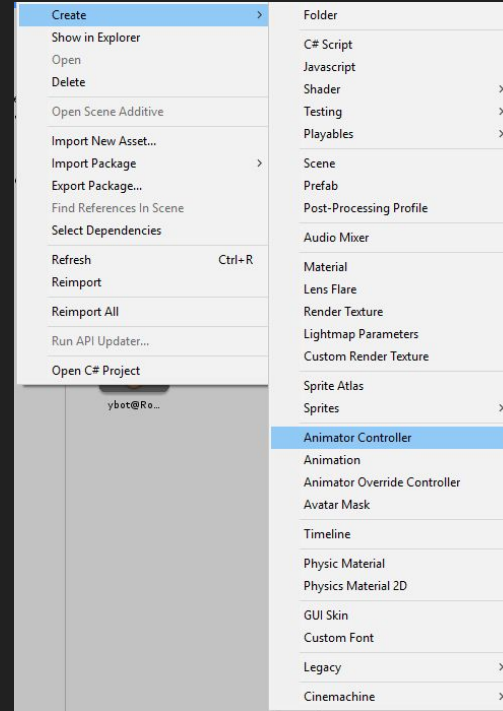
CANCEL

DOWNLOAD



Using Maximo Animations

- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to Meshtint Free Knight.





You can now animate Meshtint Free Knight using the tips we have shared!



If you like Meshtint Free Knight, do check out other assets in our store!



Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>





Thank you for your support :)