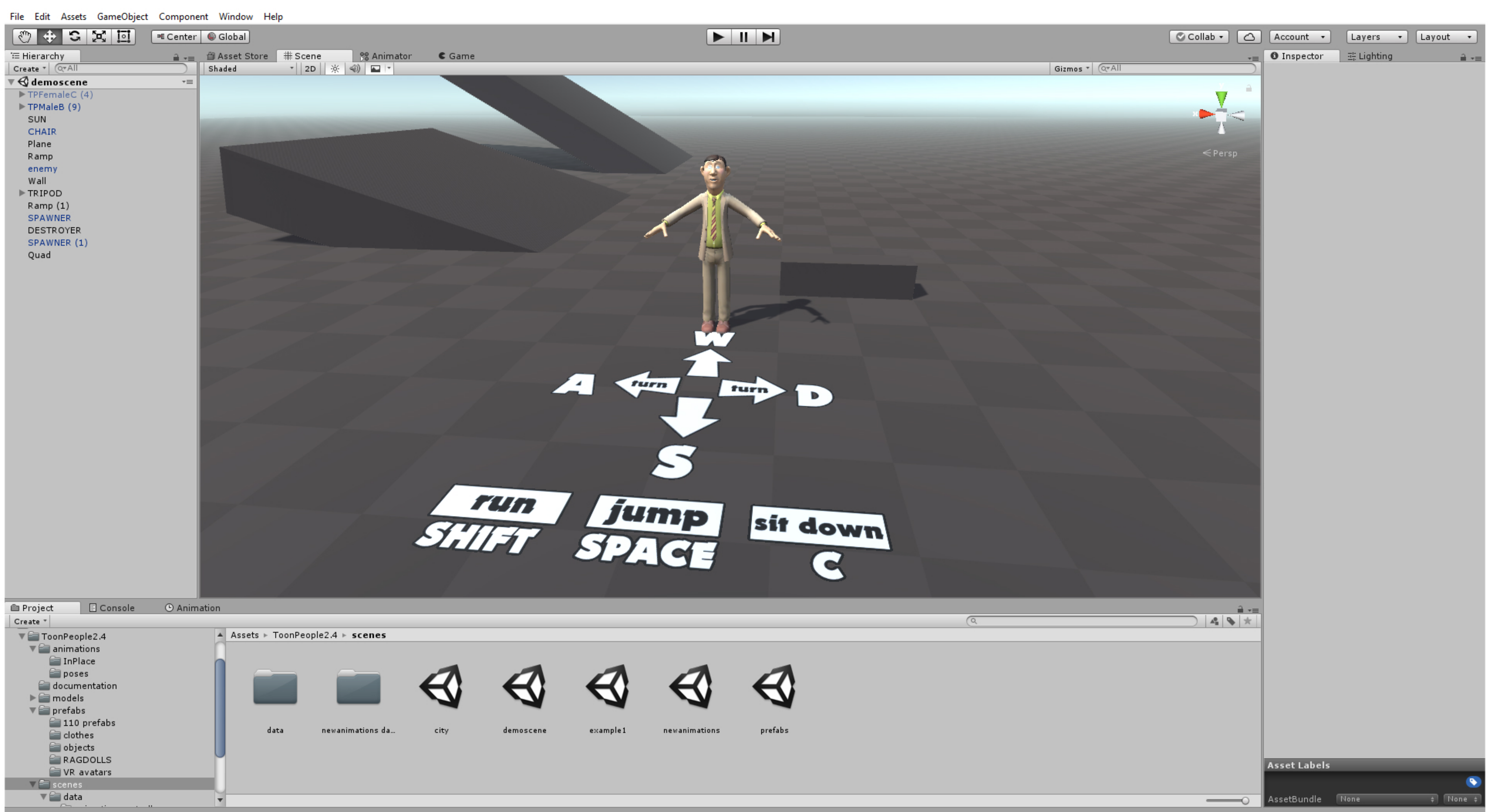


Demoscene.

This a scene used to test the animations.



In this scene you will find a character TPMaleB (9).
You can control him using:

W move forward
S move backwards
A turn left
D turn right
space jump
shift run
c sit down

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

The character uses a script: *Toon People*(in the scripts folder)
and uses an animation controller: *ToonpeopleMale* or *ToonpeopleFemale*
(in the scripts folder).

There is another character deactivated and ready to be used TPFemaleC (4).

If you want to test any other character you will have to place it in the scene
use the tag *player* and add this components:
-rigidbody
-capsule collider
-animator with the animator controller *ToonpeopleMale* or *ToonpeopleFemale*
and
-the script *ToonPeople*.

There are two game objects named *SPAWNER* and *SPAWNER(1)* with the
script *SPAWNER* (in the script folder), they create an random crowd of poeple
that will be destroyed when collide with the object *DESTROYER*.

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