

Toon kids is a Unity package.

## Content:

#### Models

10 characters,5 boys and 5 girls and their virtual reality avatar versions.

Each one contains all the cloth and hair elelments to create multiple variants.

#### Animations

137 animation files, included in place and root motion versions for the movement ones.

# Textures

218 textures, difuse, normal and emission.

### Materials

231 standar shaded materials.

## Prefabs

20 prefabmakers, they use scripts for you to costumize the characters in the editor.

20 players, 3D and 2D used in the demoscenes, they are the prefabmakers without collider and with sepecific animation controllers.

10 rag dolls, the prefabmakers with ragdolls.

Clothes and objects.

# Scripts

Playanimation. Assigned to any character with the animation cotroller TKallanimations will allow you to make them play any animation by name.

RagDoll. Assigned to any character with rag dolls let you test them.

TK3DController & TK2DController used in the demoscenes.

TKGirlPrefabmaker\_VR TKBoyPrefabmaker

TKGirlPrefabmaker

TKBoyPrefabmaker\_VR Are used by the prefabs and allow you to costumize

them in the editor.

Scenes

Animations and Blendshapes: a visual way to test the characters.

Demoscenes 2D and 3D: examples of the characters controlled by you.

Examples: many combinations posing.

Prefabmakers: the 20 prefabmakers ready to be

Poses: all the static poses for the characters.

costumized.

rasing up again.

jbgarraza@jb3d.es

Ragdolls: an example of the characters falling and

ToonKids: all the characters and clothes.

For any question or suggestion please contact me by email