

Toon people is a Unity package.

## Content:

### Models

8 characters,4 men and 4 women and their virtual reality avatar versions.

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

#### Animations

406 animation files, 3 sets for male, female and elder included in place and root motion versions for the movement ones.

# Textures

308 textures, difuse normal and emission.

### Materials

378 standar shaded materials.

### Prefabs

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

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

8 rag dolls, the prefabmakers with ragdolls.

Clothes and objects.

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

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

TP3DController & TP2DController used in the demoscenes.

TPFemalePrefabmaker VR

**TPFemalePrefabmaker** 

**TPMalePrefabmaker** 

TPMalePrefabmaker\_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.

City: toon people in an urban enviroment.

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

Poses: all the static poses for the characters.

Examples: many combinations posing.

Prefabmakers: the 16 prefabmakers ready to be

costumized.

Ragdolls: an example of the characters falling and rasing up again.

Toonpeople: all the characters and clothes.

For any question or suggestion please

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contact me by email