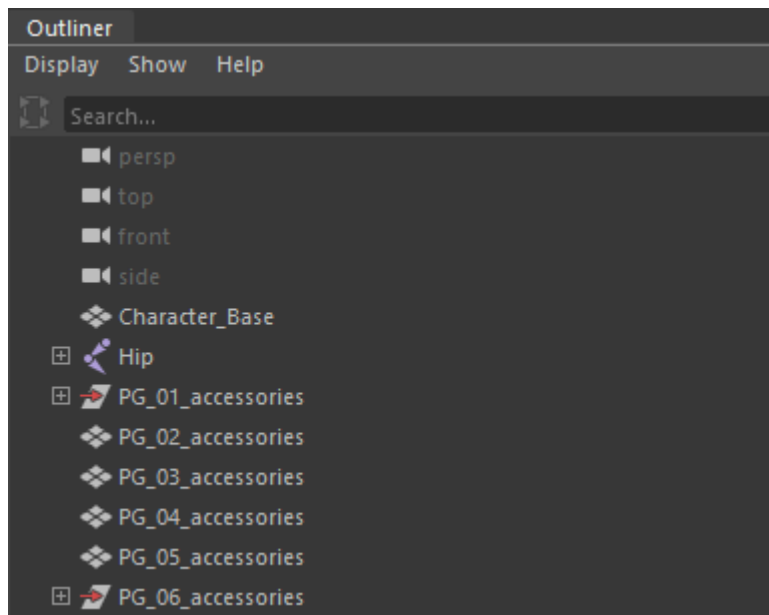


Maya character building

In Maya outliner you will find this:



- Character_Base: is the main Character mesh
- Hip: This is the character rig. To see and modify the animation tracks bundled with the character you can go on the Trax Editor
- PG_XX_accessories: these are all the accessories for the various costumes, divided in some pieces to make easier to skin them. To apply the accessories on the rigged character just drag them in the rig, parenting them to the right bone. Some accessories are ready to go while some others may need some skinning work, according to your needs.

After building your character on Maya, you can export both Character_Base and Hip (with the accessories bound to the bones) and you can apply the textures on it.

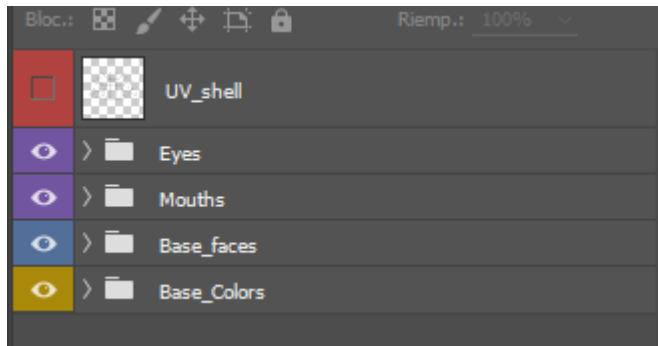
Texture building

You will have two .psd files; one is for the face building and the other is for the bodies and accessories.

There are two types of costumes: the ones with customizable skin color, and the ones which have a specific skin color.

Faces

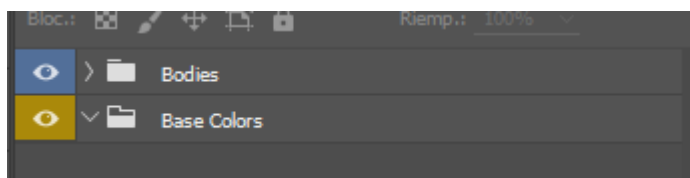
In the .psd you will find these folders:



- UV_shell: The UV shell grid, it's an help if you want to customize or add other faces
- Eyes and Mouths: Several eyes and mouths you can combine to create a lot of expressions
- Base faces: Here there are the faces which have specific colors assigned to them
- Base colors: Here you can fill the layers with any color you want: remember to match the color with the body texture!

Bodies

In the .psd you will find these folders:



- Bodies: Here there are all the body textures: some of them don't need a base color behind them, cause they have specific colors
- Base colors: Here you can fill the layers with any color you want: remember to match the color with the body texture!