# BE KIND SERIES

A guide by Meshtint Studio

# Meshtint Studio ◧

Website: www.meshtint.com

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

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Youtube: https://www.youtube.com/channel/UCG9WDTCzA7YI-Ykz31BEcha
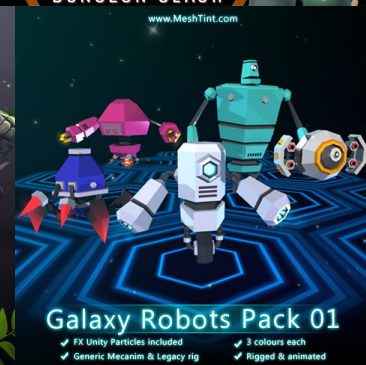
You will require Unity 2018.1 or newer to use this pack. You can download Unity here: https://unity3d.com/get-unity/download

# Important - Plugins

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

1.  Post Processing Stack 2
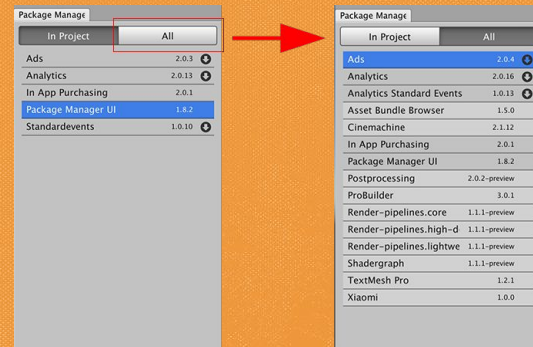2.  Unity's Standard assets > Effect

# Installing plugins..

**Post Processing Stack 2**

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  in Unity using package manager. See image on the right.

**Toon Shader in Effect package**

It's not a must to use Toon shader but we have built Be Kind assets with using a cel shaded shader in mind. Therefore it will be recommended to use a cel shaded shader if you can. Toon Shader is a free cel shaded shader provided in Unity. You can also explore other cel shaded shader in Unity asset store!

To import Toon shader: Right click > import package > effects. See image on the right.
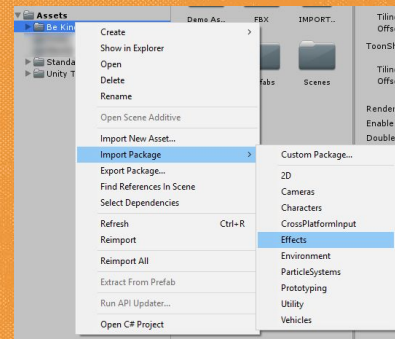
Or you can download from Unity asset store here:
https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351

# Introducing Be Kind Series

Be Kind Series is a special series. It's special because we will try to make most of the Be Kind Series assets free or very affordable  so that we can help  developers who have lower budget (For eg developers in poorer countries, students) to have a chance to develop games.  We want to spread goodness all over the world!

Be Kind Series assets has a cute and stylized art style. It's recommended to use Cel shading shader like Unity's free toon shader or other cel shaders in Unity asset store. If you would like to explore other style, you can always use other shaders :)

Characters are humanoid mecanim ready. Just share your animations with them to get it animated! Not sure how? See slides at the back. Note that code and animation is not included in this pack.

Lastly, be kind ot one another <3

# How to change shader?

Go to Materials folder. Look for the material that you would like to change. In this eg, we are changing Be Kind Sim character's shader. So click on Be Kind Sim material. See Inspector. Go to toon > Basic or basic outline/lit/lit outline ( based on your preference) and click on it. Done!

Unity's toon shader is only a recommendation. Firstly because it's free and easy to implement. You can always choose another shader for a different look. We prefer a cel shaded shader. You can also check out other cel shaded shader here:

1. http://bit.ly/Flatkitt Unity
2. http://bit.ly/tooncolorpro2
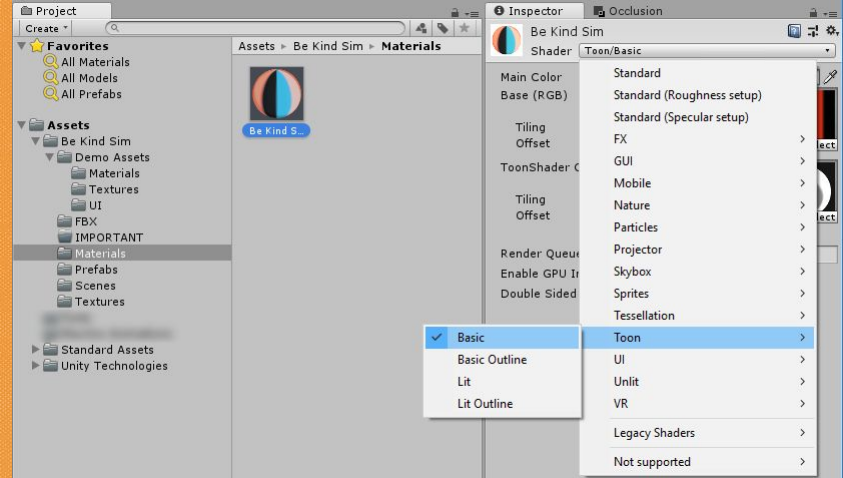
How to use animations
on characters?

# Character's Animations

- Now that you have created your character. How do you add animations to it? Be Kind series's humanoid characters are humanoid mecanim ready. That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?
    a. You can buy humanoid animations/ controllers from the Unity asset store.
    b. Or create your own humanoid animations. You can create animations with any humanoid characters you have in a 3D software. Just set your character up as humanoid rig in Unity and share the animations with Be Kind series characters.
    c. Or download animations from Maximo site here: https://www.mixamo.com/

# Using Maximo Animations
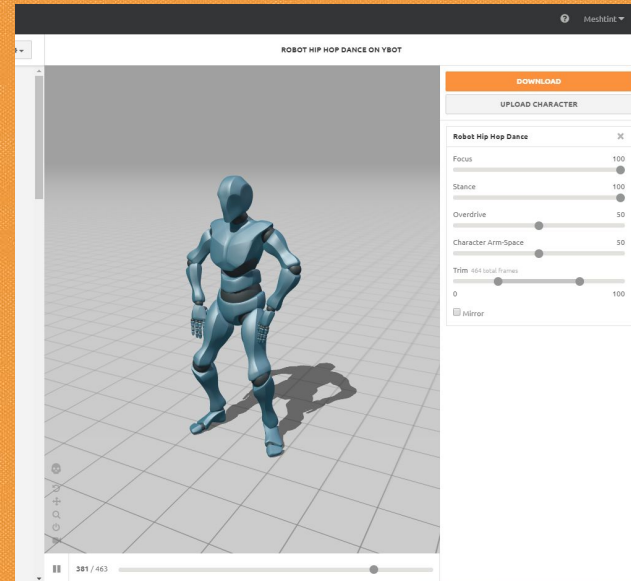
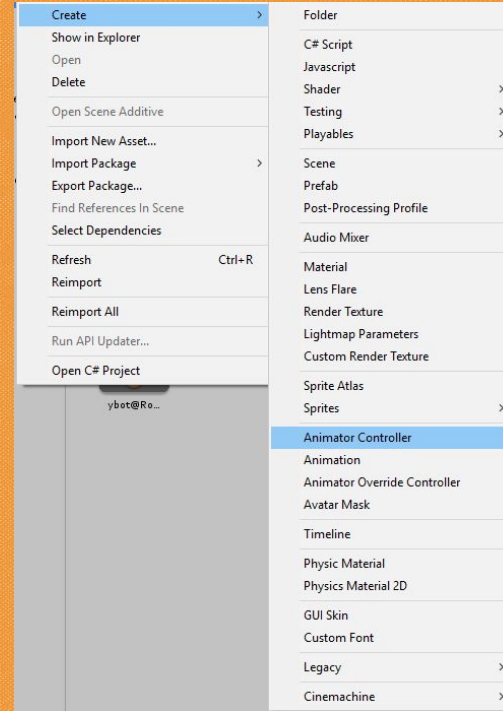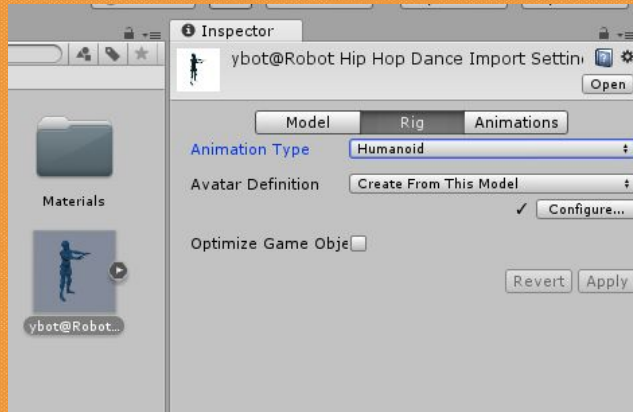- Using Maximo animations is easy. Simply go the site and download any animations you want.

# 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 your character. Done!

# If your character's feet is floating...



**Solution**: Check out our tutorial here!

Or visit: http://bit.ly/fixfloatingfeetunity

Thank you for reading.

See more assets at www.meshtint.com