CUBITS

LOW POLY CHARACTER MAKER #1

Manual Ver 1.01

Thank you for purchasing Cubits Low Poly Character Maker #1

In this document you will find everything you need to know about this package, how to use it and tricks to make your game more optimized. If you have any questions, inquiries or comments please send me an email.
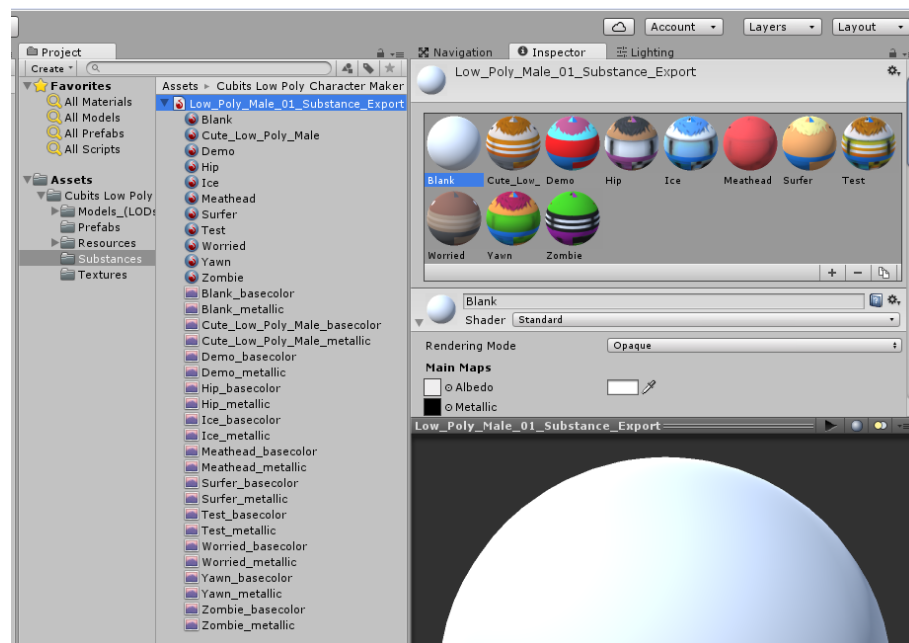
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## Quick Start – Make your own character in seconds

1. Drag the prefab "Blank" from the Prefabs folder into your scene to start modifying it.
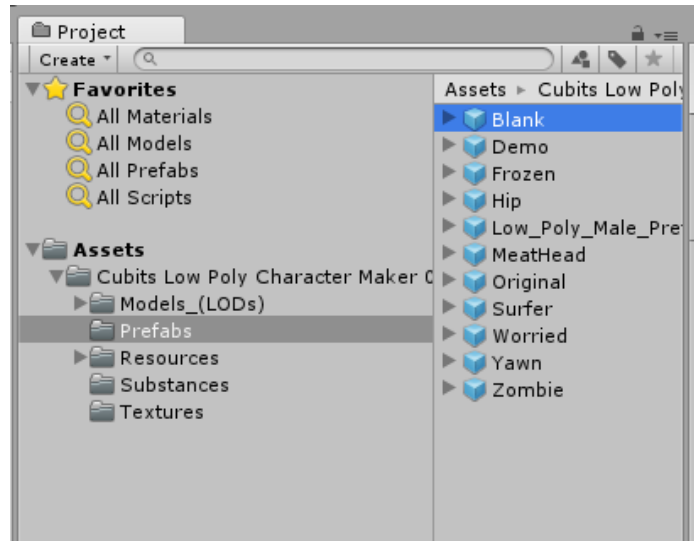
2. Find the "Low_Poly_Male_01_Substance_Export" substance file inside the Substances folder and click on the little arrow to expand it.

3. Select the "Blank" substance from the list of available substances and click on the copy icon (The one with two paper sheets icon next to the minus button). You will now have a copy of the substance called "Blank 1". You can rename it if you want.
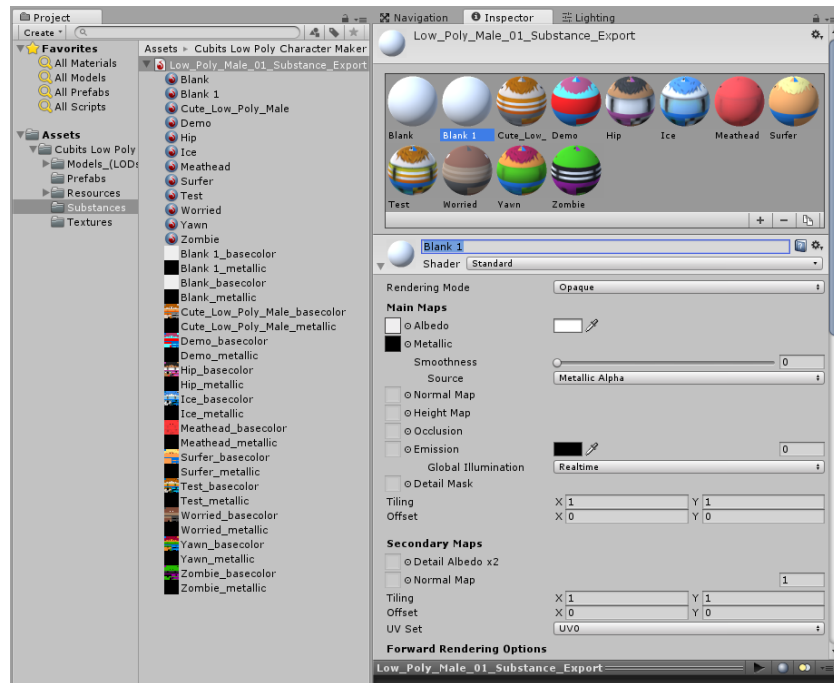
4. Drag your newly created substance from the project window and drop it into your Blank prefab.
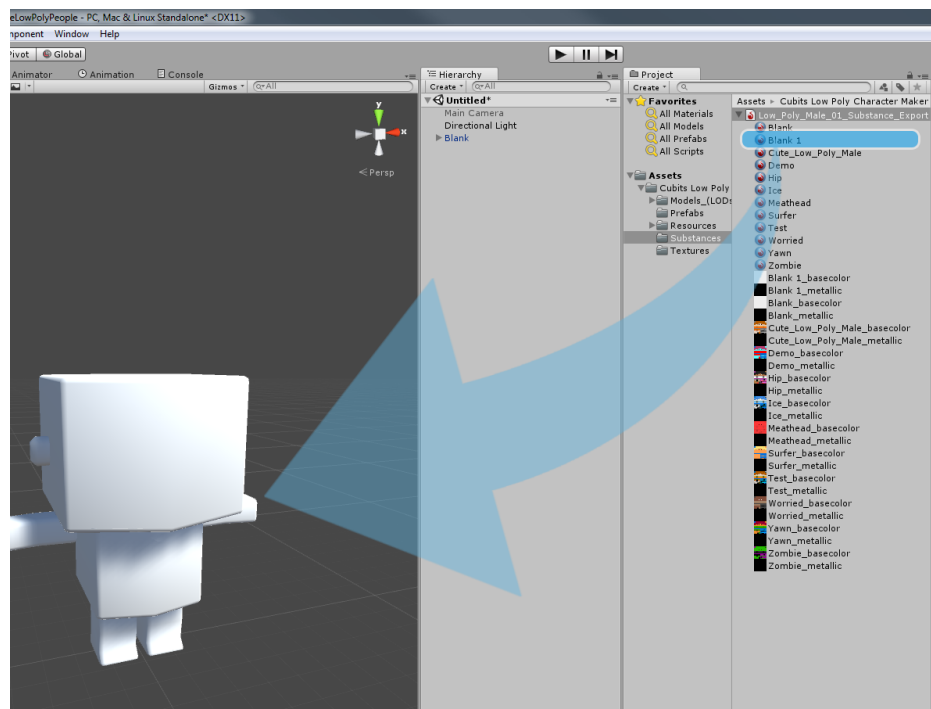
5. In the inspector window, scroll down to until you see the Procedural Properties color selection.
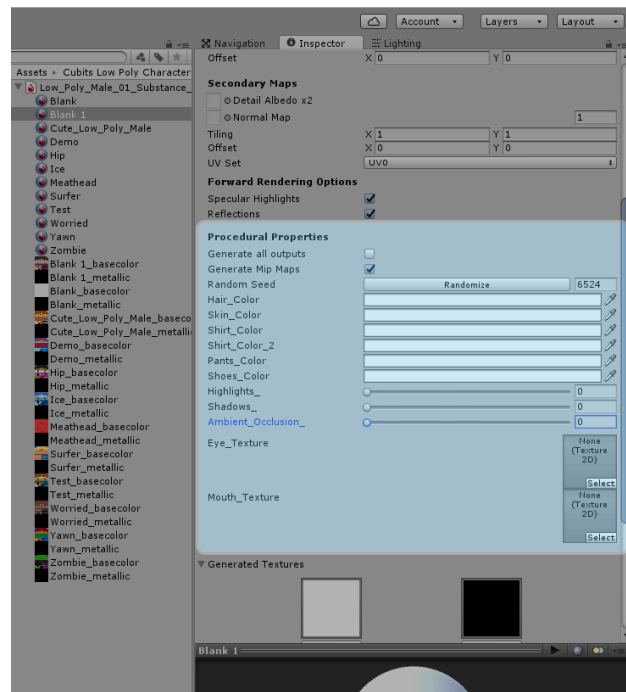
6. The colors used for this example are as follows:

If you follow along, you should end up with a character that looks like this:

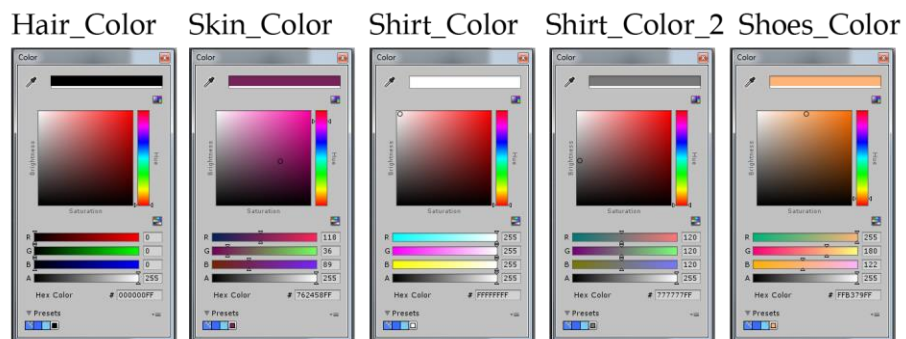7. Underneath the color picker fields, you will find 3 slider values that you can modify to affect the character's Highlights_, Shadows_ and Ambient_Occlusion_ In this example we will leave those values at 0.5 to add a bit of highlights and depth to the character. Now your character should look like this.

8. The final step is to select the eyes and mouth textures for our character. This package comes with different eyes and mouth textures. Click on the select button on the Eye_Texture field to open up a floating window for selecting a 2D Texture. Here you can select from the list of all the textures inside your project. Choose Eye_01 from the list.
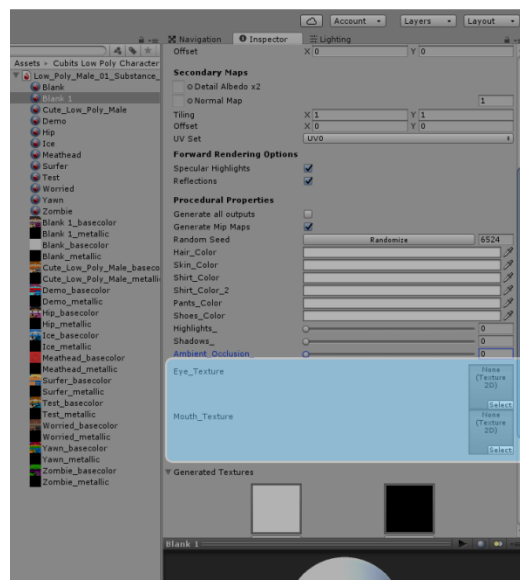
9. Repeat the same process for the Mouth_Texture field, but in this case chose the texture Mouth_01 from the list. You should have a character that looks like this.


10. The prefabs come with 4 different LODs (Level of detail) in order to make sure each level of detail has this newly created material. For More information please go to the LOD section of this manual.

LOD – Levels of Detail

LOD or Level of Detail in Games refers to the amount of geometry (Polygon count) that each mesh has. In games is common to have many levels of detail to keep the game running smooth. The Cubits Low Poly Character Maker comes with 4 different LODs to help you improve the performance of your game.
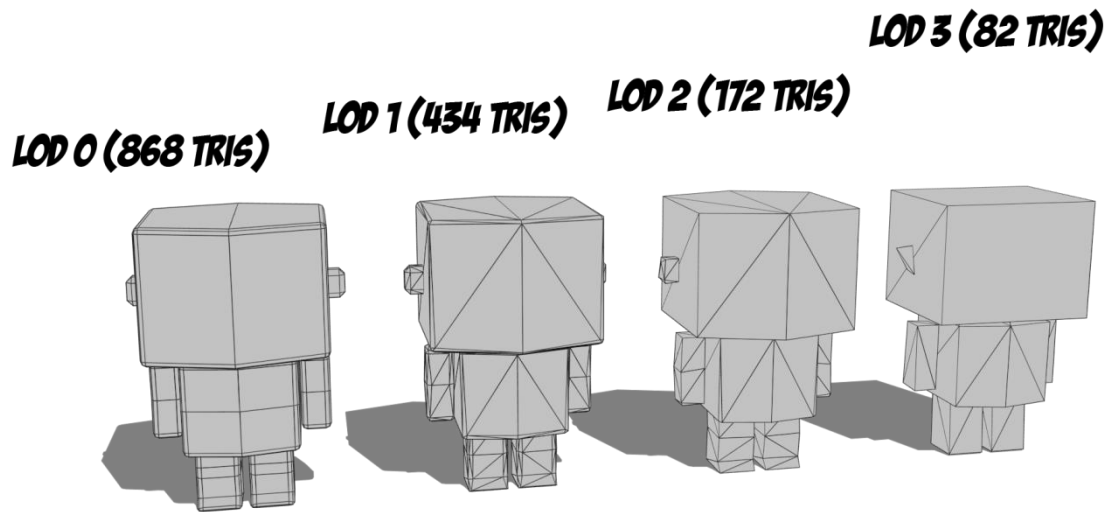
By default, each prefab inside the Prefabs folder is already setup to contain these LODs but you can use any model that works best for you. Take a look at the Blank Prefab. If you place this prefab on your scene you will see a border around it with the LOD depending on how far the camera is from the character. As you zoom in and out and the character decreases in size; the LOD changes to reduce polygons and become more optimal until its so far away from the camera that it disappears.

LOD 0

LOD 1

LOD 2
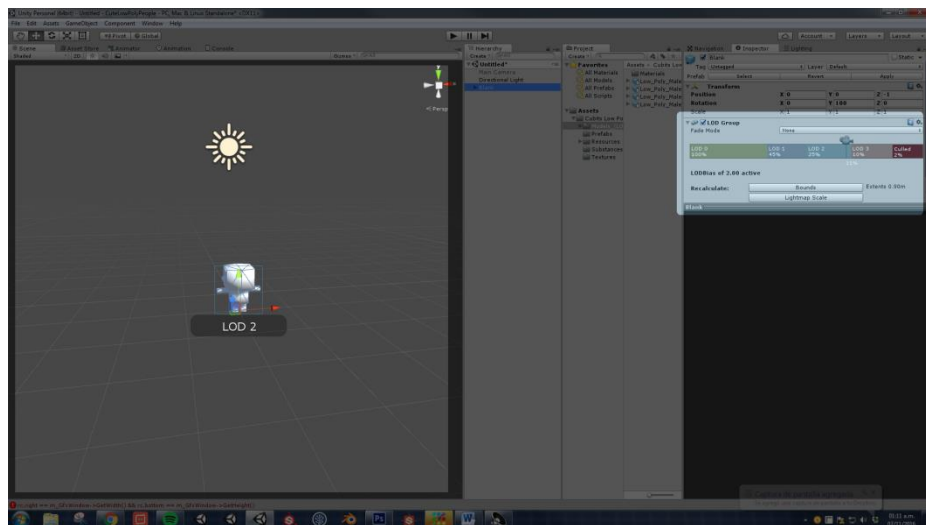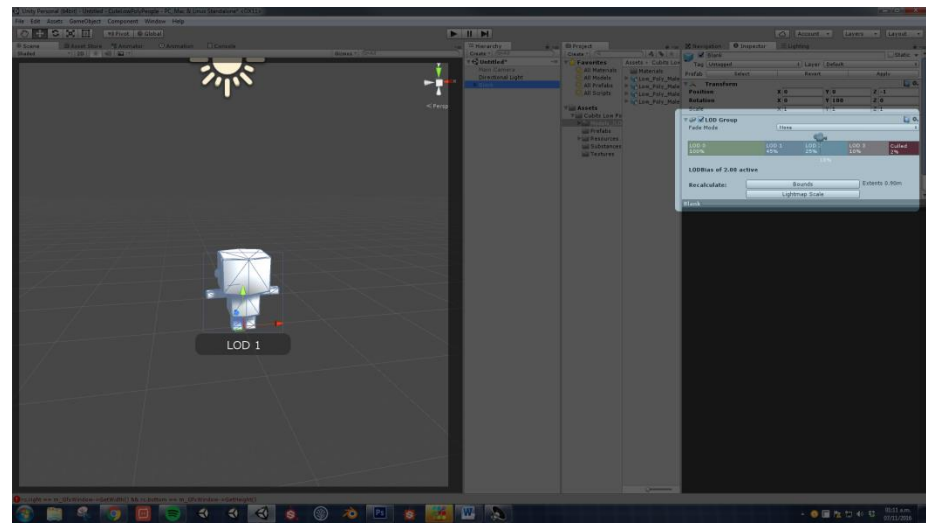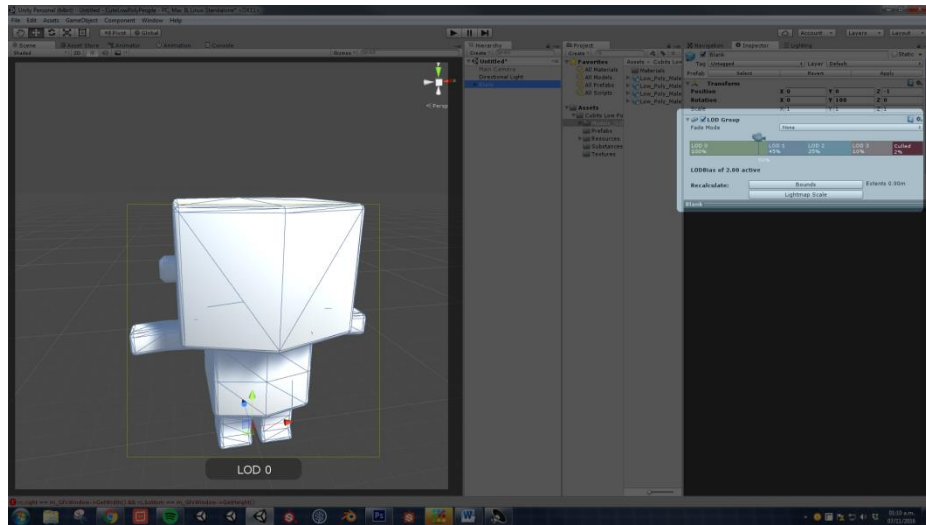
If you decide to use the LODs that come with this package, make sure to apply the Substance to every LOD model inside your prefab. Otherwise you will notice texture errors as the camera zooms in and out.

To make sure to add your Substance to each LOD expand the Prefab to see its contents.

You should see something like this:
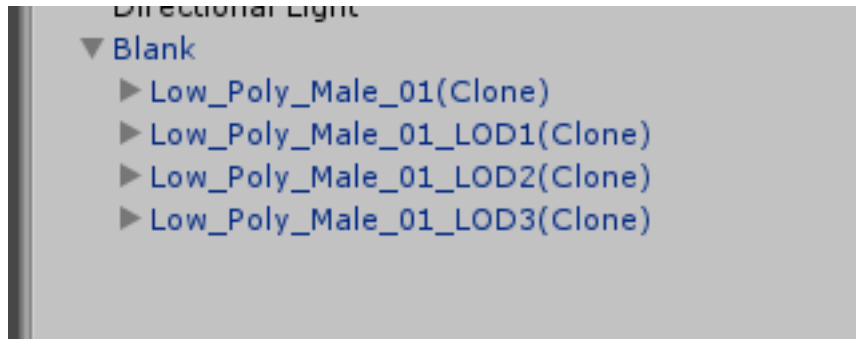
Expand each Low_Poly_Male_01(Clone), Low_Poly_Male_01_LOD0(Clone), Low_Poly_Male_01_LOD1(Clone), Low_Poly_Male_01_LOD2(Clone) and Low_Poly_Male_01_LOD3(Clone). To reveal the Mesh inside them.
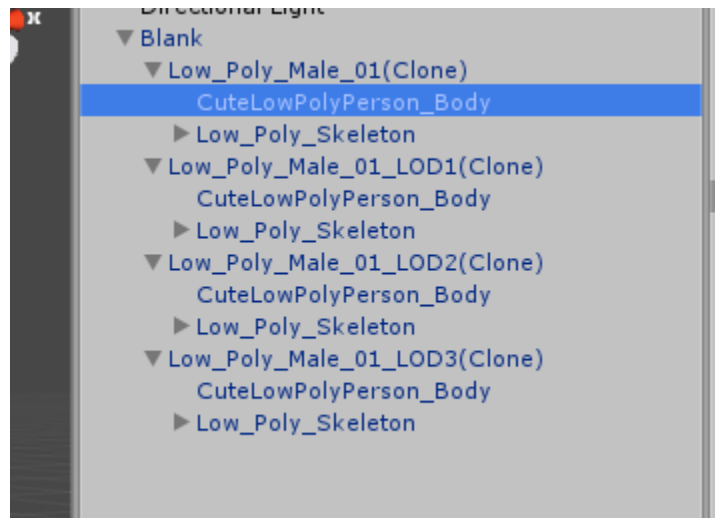

The objects named CuteLowPolyPerson_Body are the ones that need to have the Substance so make sure each one of them has it. The easiest way to test this out is to zoom in and out and see the behavior of your character. If at some point the character changes to a blank texture or a different one then that LOD has a different Substance applied. Just add the one you need as you would apply any other material.

Package Contents

Cubits Low Poly Character Maker #1 comes with everything you need to start creating cute low poly characters. With hundreds of possible combinations this package is a great way to start populating your game with funny characters. Next is a list of the folders and game objects contained in this package.

Models_(LODs)

This folder contains the main Character Model and 3 LOD models. For more information on LODs please go to the LOD section of this Document. The Models come with 2 simple animations to test out the characters, Idle and Walk animations. However, the characters are completely compatible with Unity's Mecanim system and animation retargeting so you can use any Humanoid animation from Mixamo or MoCap files.

Prefabs

By default this package comes with 10 Pre made characters to get you up and running as well as one Blank prefab to start playing with the features and start making your own characters.

Resources

This folder contains a Test_Scene, a simple Animator Controller to test the character animations as well as some materials and textures used on the Test_Scene.

Substances

This folder contains the Substance needed to make all the textures that you need.
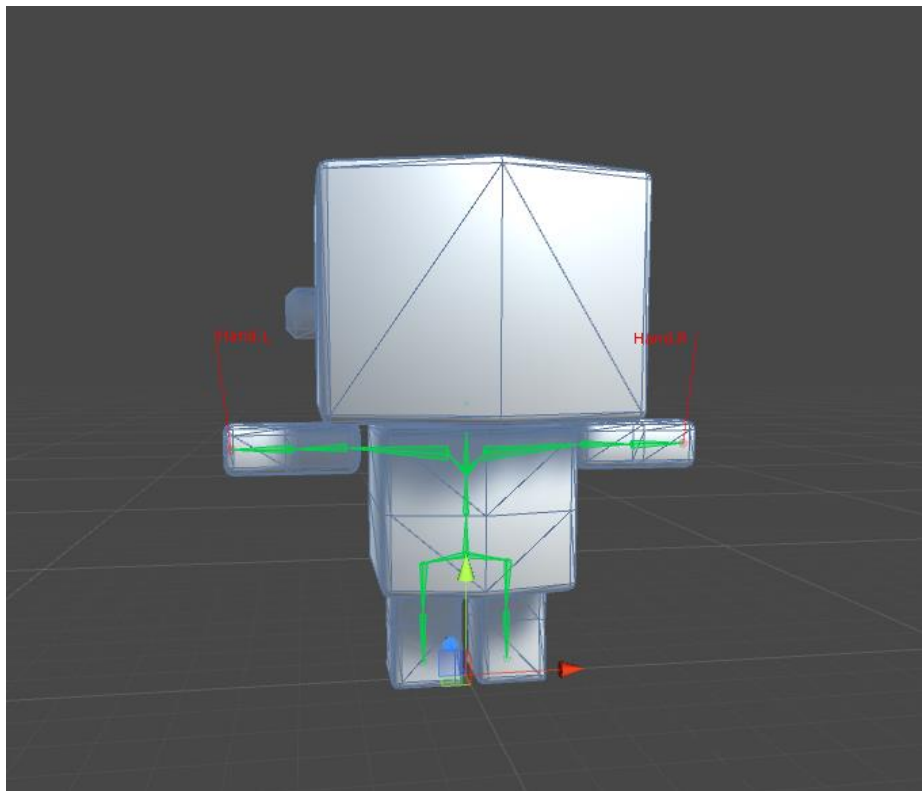
Textures

This folder contains the textures needed to add the eyes and mouth to your character. This version comes with 7 different textures for the eyes as well as 5 textures for the mouth. Have fun mixing and matching to make crazy characters.

Animations and Humanoid Skeleton

Cubits Low Poly Character Maker #1 is a tool designed to help Game Developers spend more time building their game and less time worrying about the character assets. Its simple to use and flexible enough to fit many purposes.

One of the features of the package is that each Prefab and every character that you make with this is completely compatible with any biped animations from Mixamo animation store, Biped character animations from other models or even MoCap data.

However, the package also comes with two very simple and useful animations to get you up and running with your Game Development.

Hair Update Appendix

Version 1.01 has a new Substance (Cubits_1_Substance_) that functions exactly like the previous substance but with the addition of a new texture slot to change your character's hairstyle. This pack comes with 10 different hairstyles that you can swap to achieve even more variety to your character.

Once you apply the substance to your character, the process is very similar.
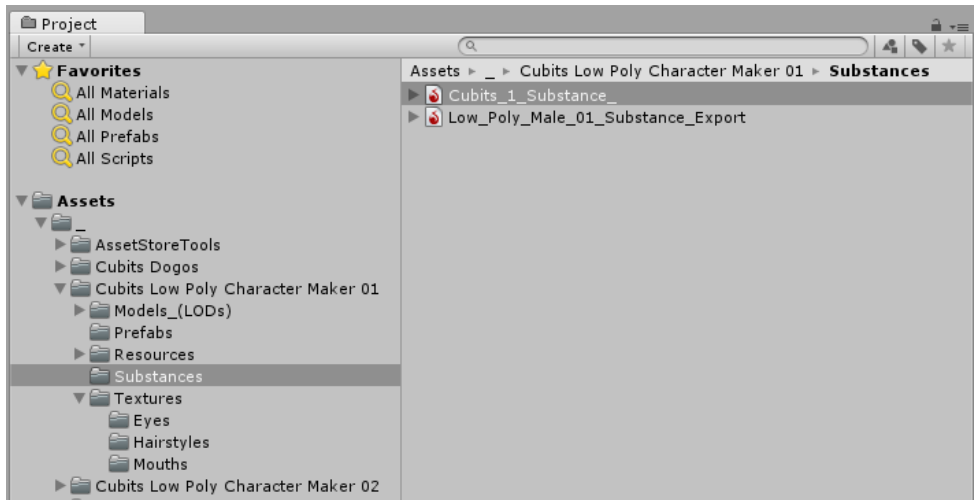
The new substance has exactly the same Procedural Properties as the previous Substance with the addition of the new Hair Slot.
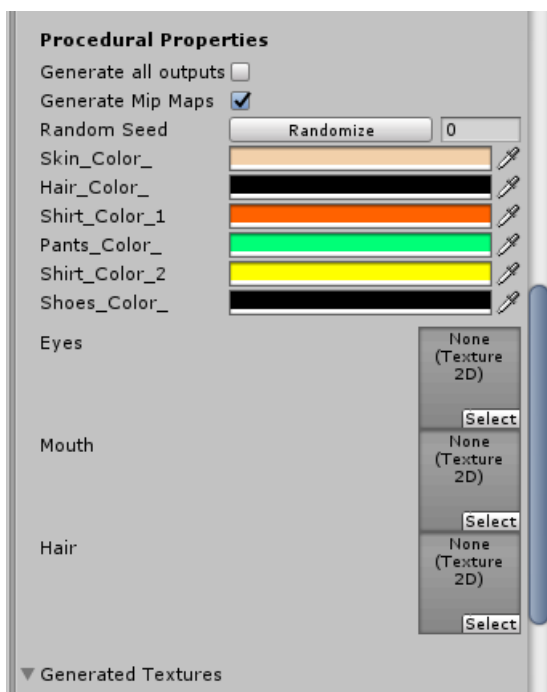
Simply drag the hairstyle you like from the Hairstyles folder (\Cubits Low Poly Character Maker 01\Textures\Hairstyles) into the Hair Slot of the Substance. You can see the various looks changing in real time.

Remember that you can also change the hair color with the Hair_Color_ field on the substance.

What's new in this Update? (Ver 1.01)

Thanks again for all your support and your feedback. It took a while but after several request, Cubits Character Maker #1 Pack has what a lot of people were asking for; Different hairstyles.

Version 1.01 has a new and improved Substance (Cubits_1_Substance_) that you can find in the Substances folder. This new substance will let you customize your characters hairstyle in a matter of seconds.

Please refer to the Hair Update Appendix of this manual to know more about this new feature.

Contact

Thanks again for purchasing Cubits Low Poly Character Maker #1. I hope you find this package helpful and make great games with it. This manual is a very quick and simple guide to help you getting started.

If you have any questions, suggestions or comments please send me an email and I will gladly answer as soon as possible. If you liked this package don't forget to check out my Unity Asset Store Profile page where you can find more assets.

More updates will come soon to Cubits Character Maker #1 for even more customization. If you like Cubits Character Maker #1 don't forget to check out the new Cubits Pack #2, #3(Coming soon) and Cubits Dogos to populate your game with even more variety of characters.

Thank you !!!

Remi Storms – Game Developer

ultimate.spidey.18@gmail.com

Asset Store Page