Character Guidelines

Hello my friends!
Thank you for purchase my packages and support me, that my pleasure. I always try to bring you all my best work in my ability, but have many issues I still can't find solution. I will try harder and harder!

Now we start with my packages,

1. What diffirence between **Ariana, LP287** and **Linhi, Furry serial** :

- Basically there is not much difference in Skelaton's character structure, these characters have rigged a generic skelaton and can fully use the same set of animations in different character packages (you can use animations of Ariana for LP287 and Linhi, Furry ...)

- The only difference between these characters is the way I separate modular the body parts:

As you can see 3 diffirence positions in body character, it the same with clothing in each packages, that mean you can share animations, some short hairs, hats, accesories (rigged with private skelaton) but can't share clothings.
The reason I need do that because Fantasy style usually use "Gauntlet" and "Boots" that separate way help character avoid clipping meshes when play animations.

2. This package included SK_CharacterSourceMeshes
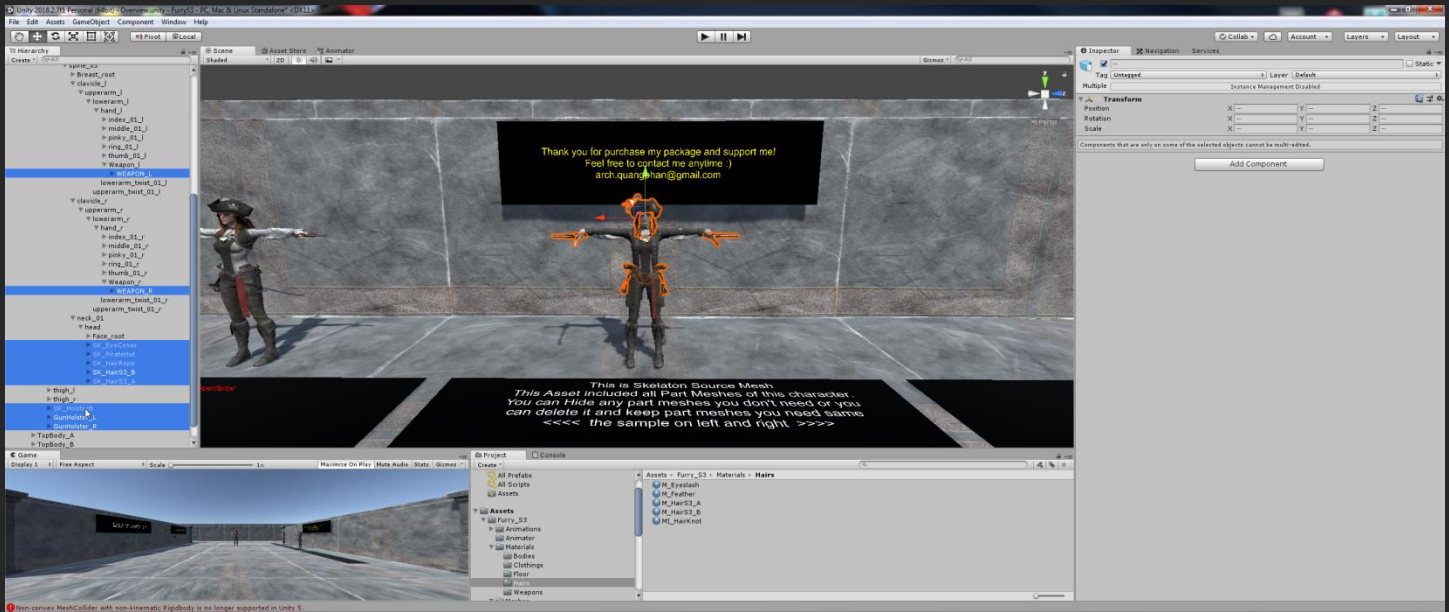

In this asset included all part meshes for you choose to create character you want, I create 2 example in Overview scene:

a. SK_CharacterDeleteMesh: that if you only use 1 main character and don't need change clothings in game, you can delete any part meshes you don't need and use it to your game.
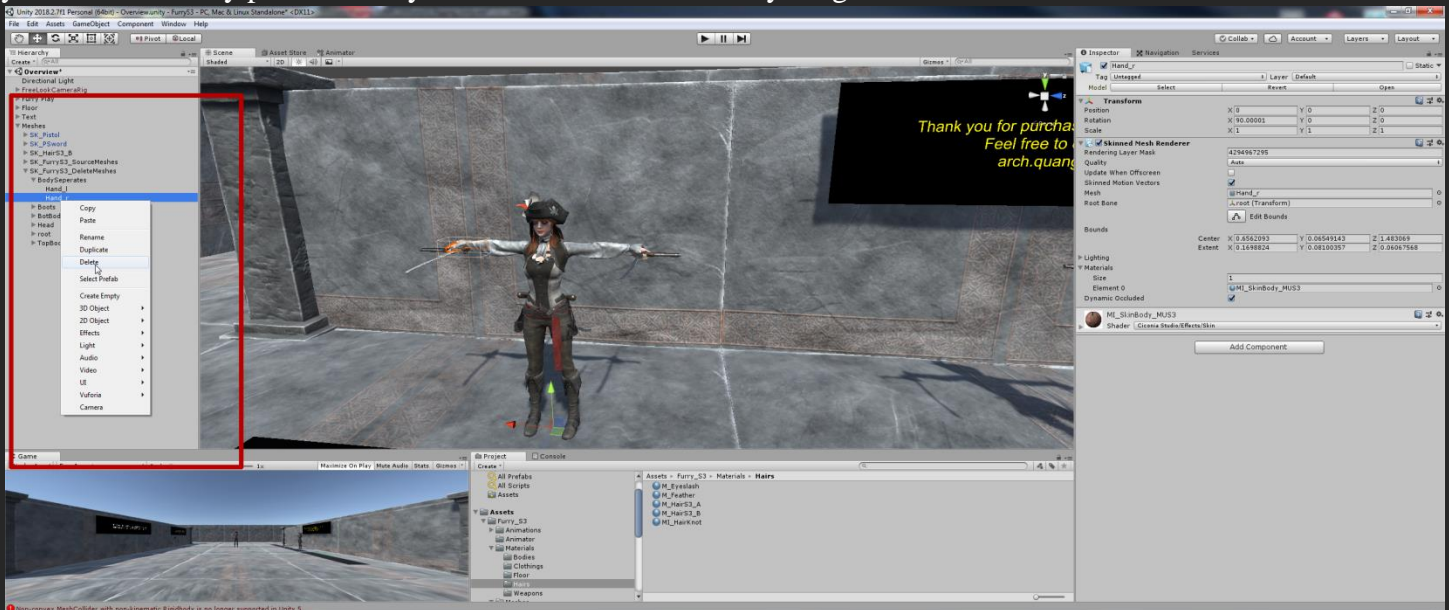
b. SK_CharacterHiddenMesh: If your character need change clothings in game, this asset maybe help you easy to do it, just only need hide any part meshes you don't want to show
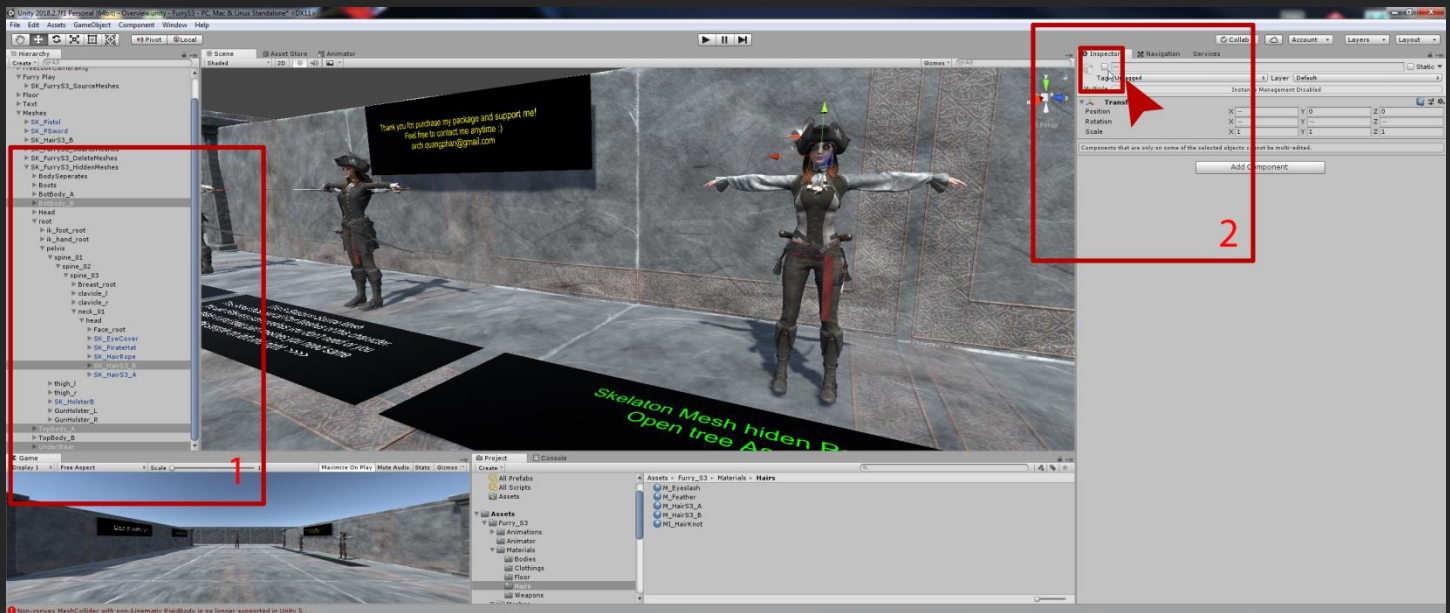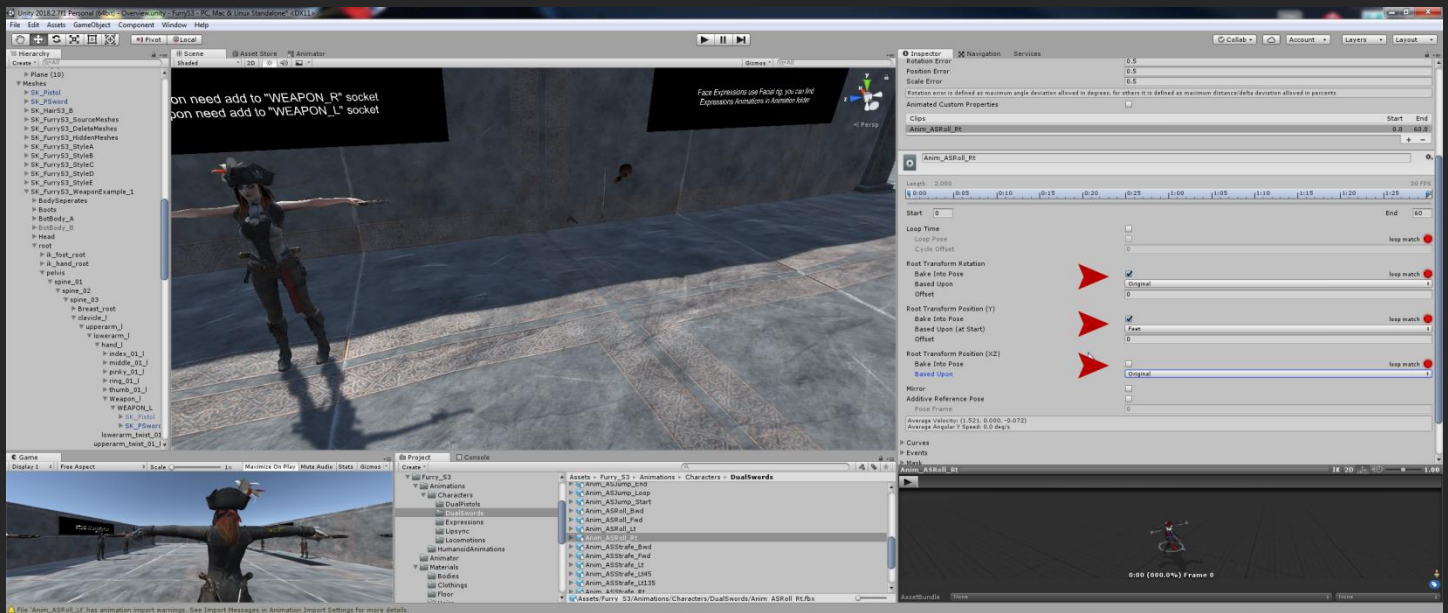
3. You can change what color you want by click color and adjust it
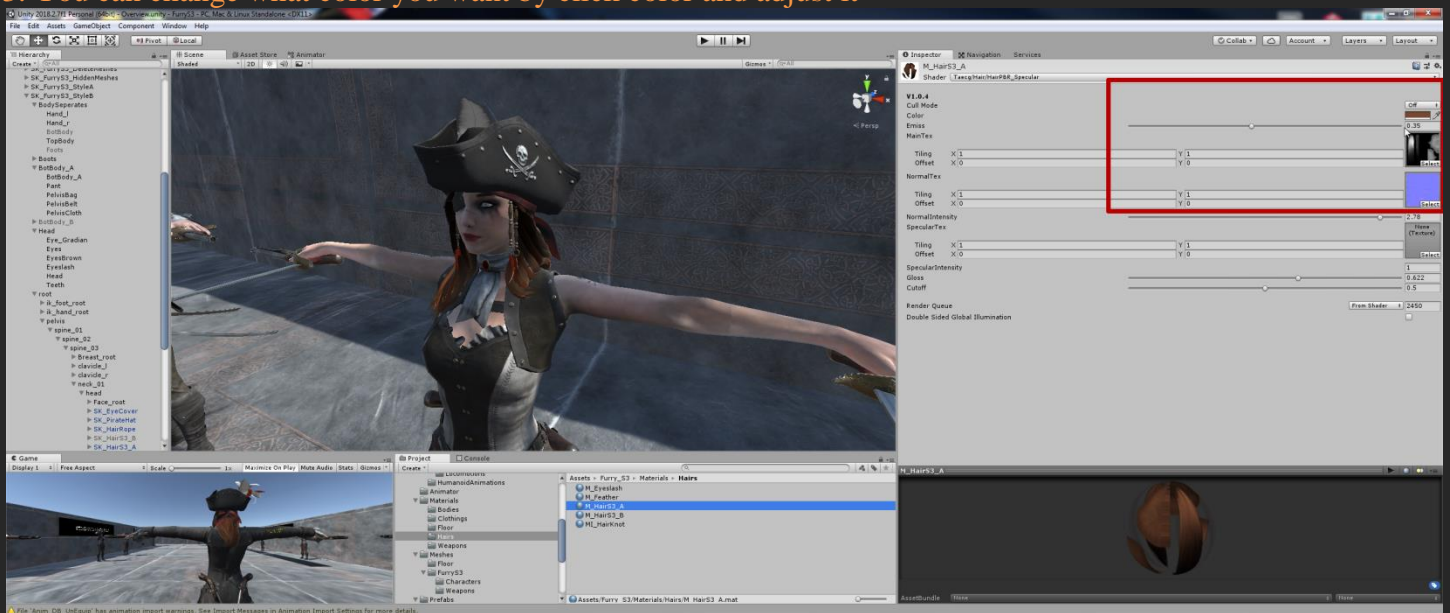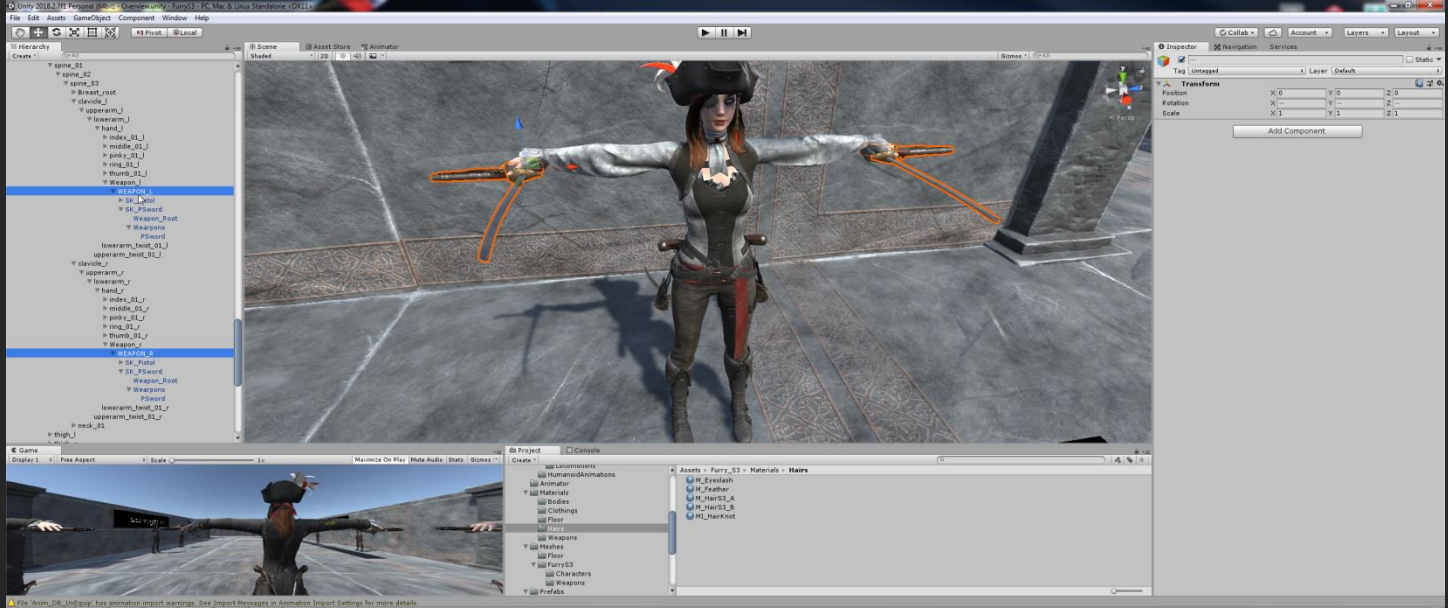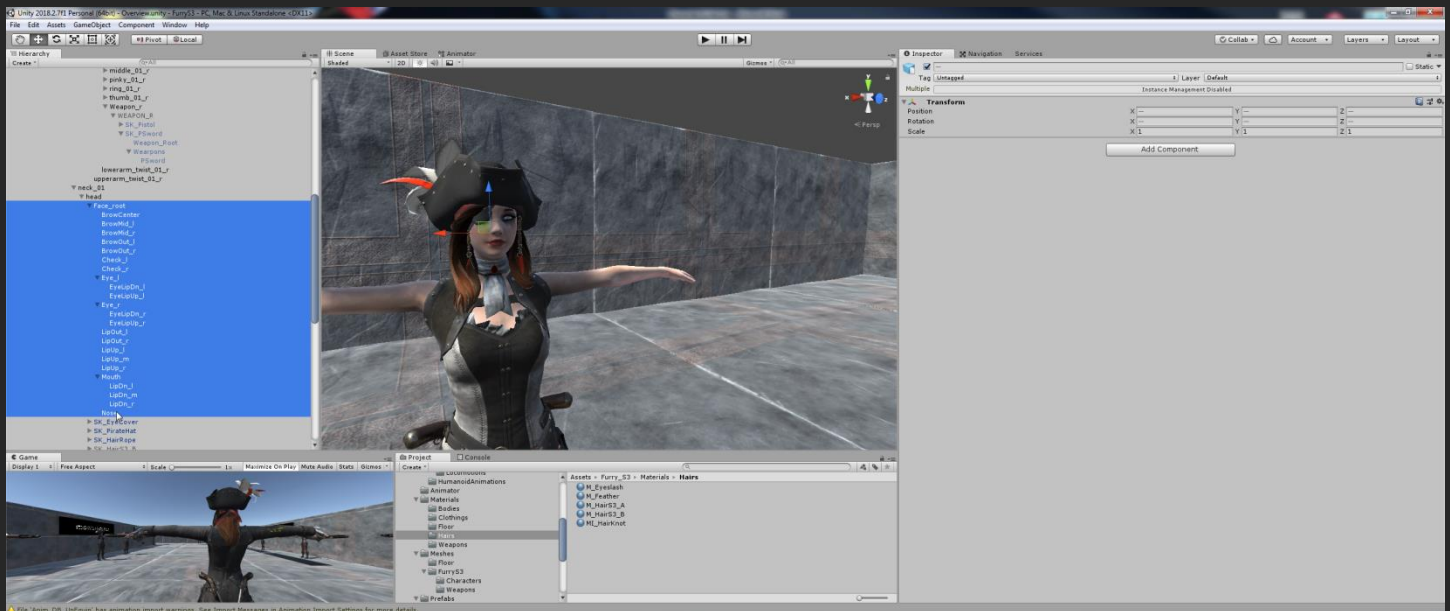

3. Animations:

All animations in this package I have rigged to humanoid and copied character avatar, you should set Animations like this:

4. Equip Weapons:

Your Weapons should add to "WEAPON_L" and "WEAPON_R" socket. I have create some Socket to fit with character's animation, it will work well:

Remember, character facial rigged, you can play with in in here:

5. Blend Mode:

Feel free to blend color, dirt, textures as you want with my new shader

To do that please follow this video:

https://youtu.be/932aVZl7Qcg

5. Adjust character avatar to correct animation:

Sometime maybe animation not work the same animation source, the reason because character pose and animation source pose are diffrent, you may follow this video: https://youtu.be/Q2Bi5xQQfQI
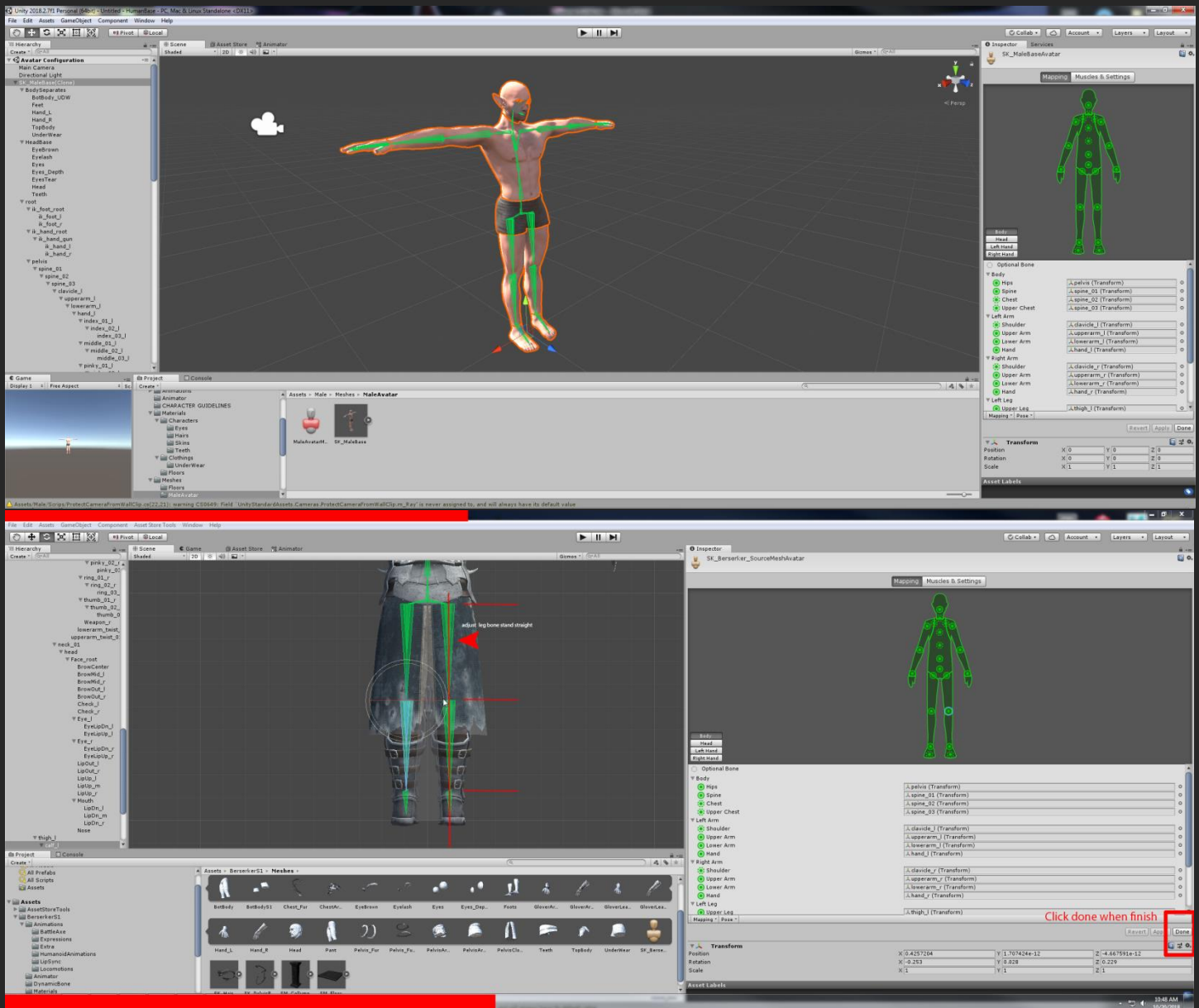
And the last thing, feel free to contact me if you have any problem, I happy to solve your issue!
Email: arch.quangphan@gmail.com
Discord: QuangPhan#4587
My ArtStation: https://www.artstation.com/quangphan
My Youtube channel: https://www.youtube.com/channel/UCYEK33biH2sULeCUGKohwTA/featured

Thank you again and good luck!