

README

Thank you for downloading the free demo package!

To get started, you need to import the FPS Animation Framework package. Also, it's strongly recommended to see the [online documentation](#).

Demo/Character contains animations and character models.

Demo/Prefabs contains character and weapon example prefabs.

Demo/DataAssets contains scriptable objects, required by the FPS Animation Framework.

Demo/Items contains weapon models and attachments.

Drag the PlayerCharacter into your scene and hit play.

If you have any questions - feel free to join our [Discord](#).