*D*emoscene.
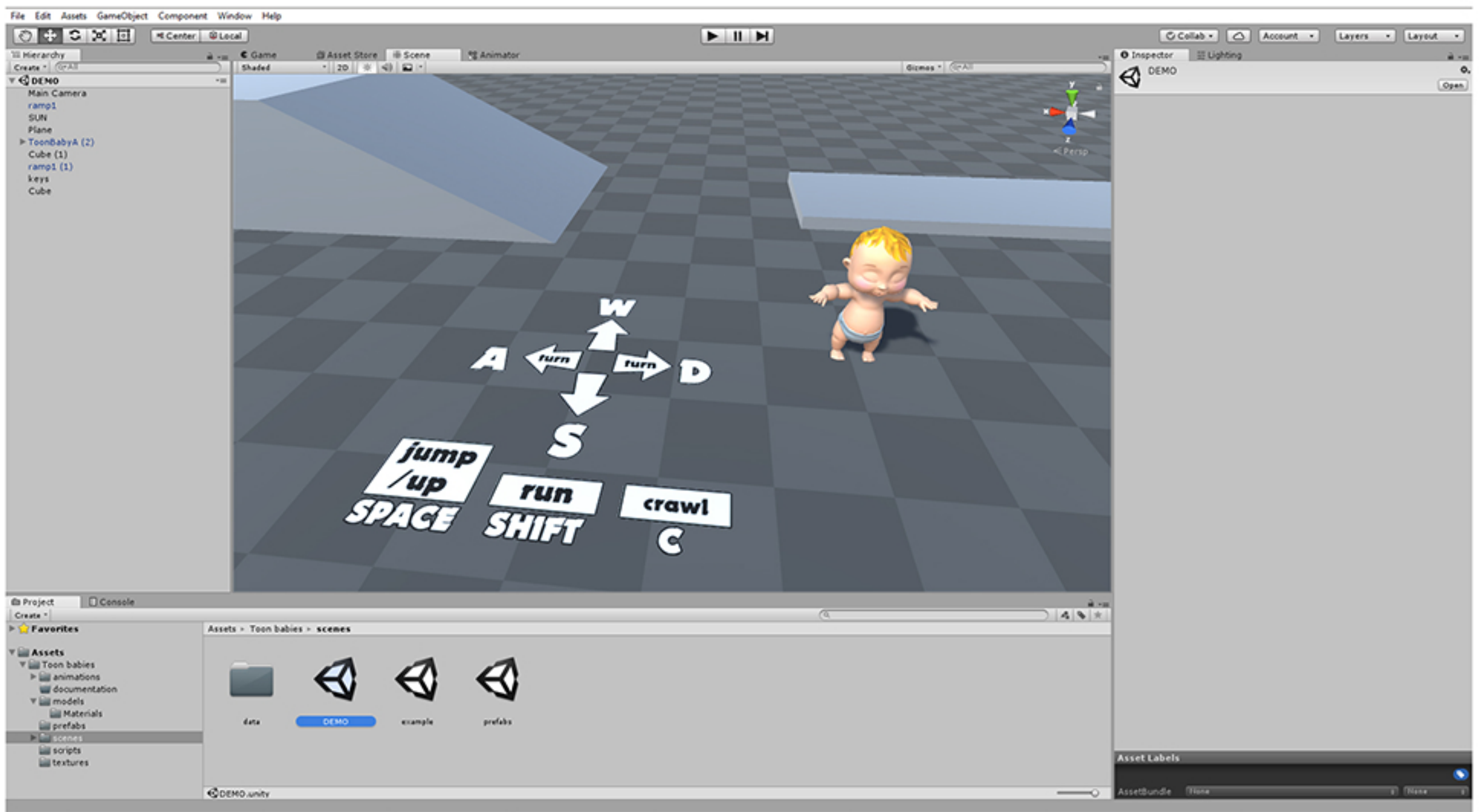
This a scene used to test some animations.

In this scene you will find a character ToonBabyA (2).
You can control him using:

W   move forward
S   move backwards
A   turn left
D   turn right
space jump or stand up when crowling
shift   run
c   crawl

The character uses an animation controller: *baby* (in the scripts folder)
and a script: *TBMove* (in the scripts folder), it has a parameter *Idletime*,
it changes how long it takes to play an idle animation when inactive.

If you want to test any other character you will have to place it in the scene,
 use the tag *player* and add this components:
-rigidbody
-capsule collider
-animator with the animator controller *baby*
and
-the script *TBMove.*

The camera uses the script *TBcamera* to follow the character.

Any doubts? Please write me on my email address: jbgarraza@jb3d.es