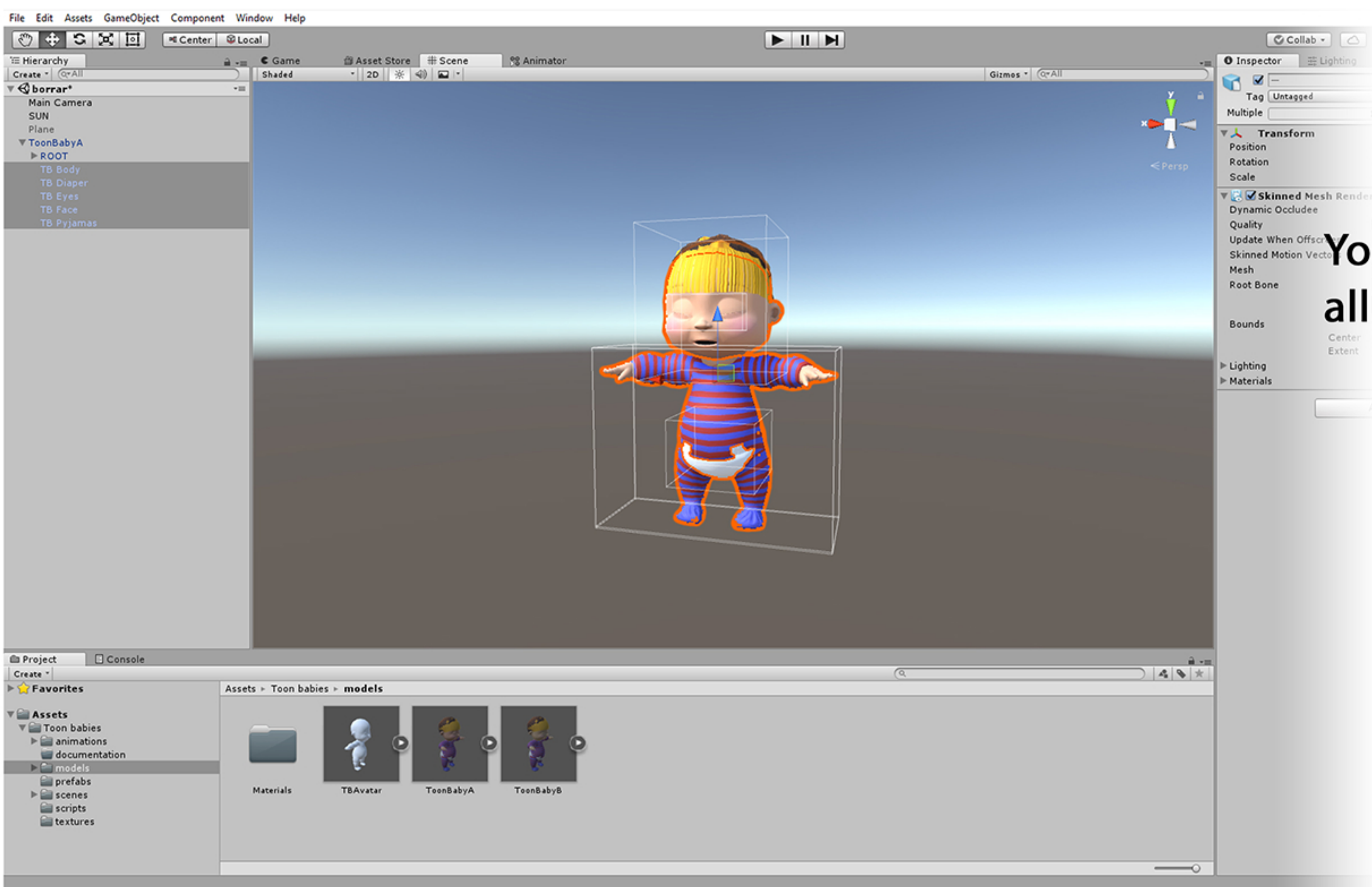


# Let's create a character.

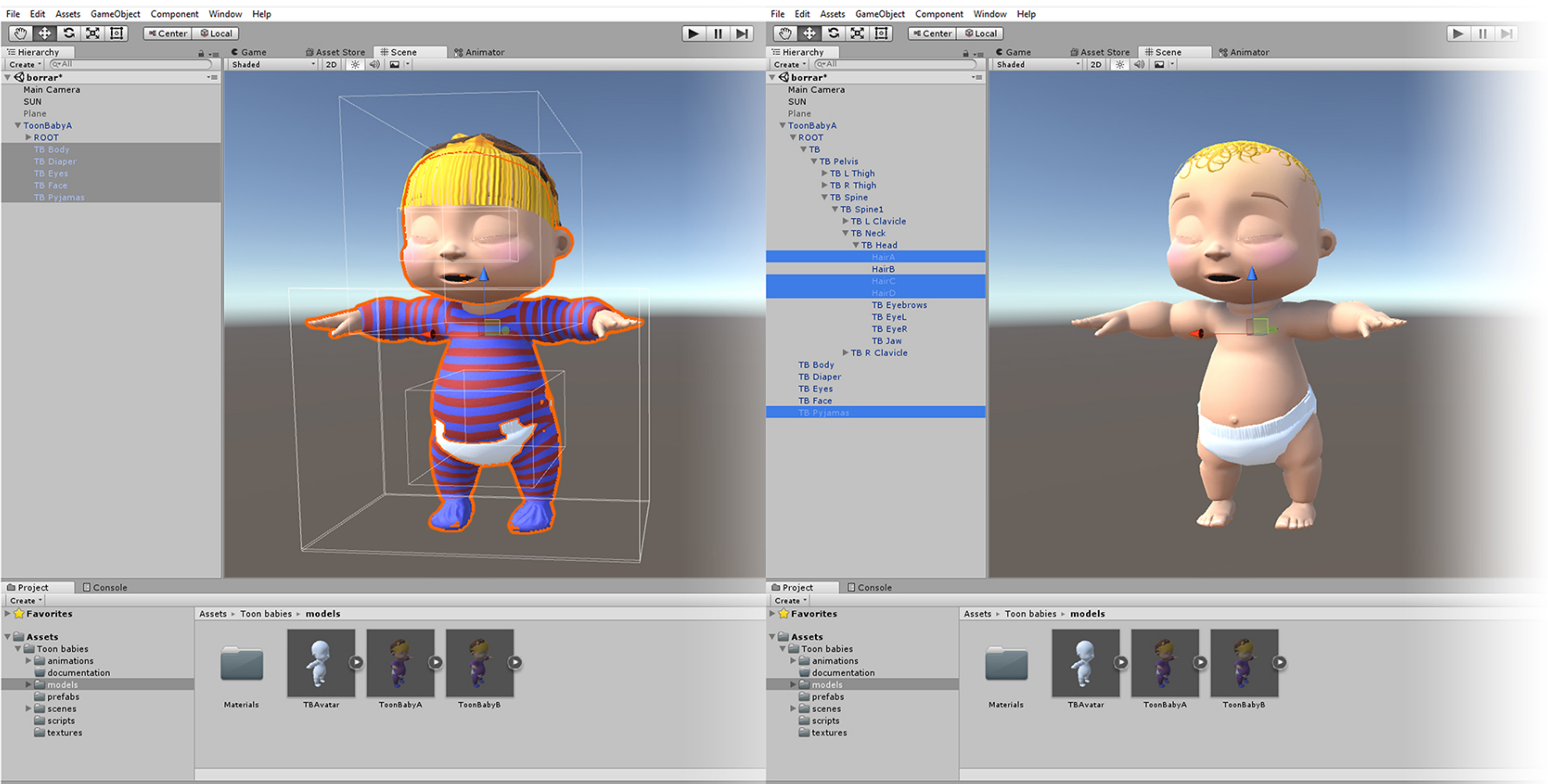
Choose one of the models in the models folder and place it into you scene.



You will see the character with all the cloth and hair options.



Deactivate or erase all the options you don't want.



Now let's choose the materials, they are located in the materials folder. All the materials are standar shaders.



If you want to see the character in motion add any of the animation controllers in the animations folder and press play or check the demo secene. Don't forget to assign the right avatar: TBAvatarAvatar.

You can choose one of the prefabs in the prefabs folder instead, they have all the options but only some of them are activated, you can change the cloths, hairs and materials easely.

Any doubts? Please write me on my email address: [jbgarraza@jb3d.es](mailto:jbgarraza@jb3d.es)