Fantasy Heroes: Editor

by Hippo Games

TABLE OF CONTENTS

1 ABOUT

With Fantasy Heroes: Editor you can create amazing human characters for your mobile games. Create role playing games, arcades, platformers, quests and even strategies!

It contains free sprite collection, character editor and all general animations. Our built-in editor will help you to customize your characters and play animations. You even don't need to write a line of code!

2 DO YOU LIKE IT?

If so, please support us on Unity Asset Store. You can rate ★ ★ ★ ★ ★ our asset and leave your feedback!

3 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

4 HIRE ARTIST

Need exclusive art works? Our artist is ready for hire! Please email to bushwacker2150@gmail.com!

5 FEATURES

- Create and customize human characters
- Change body parts and equipment
- Change body parts color
- Play animations
- Extend sprite collection with our paid bundles (available on the Asset Store)
- Mobile friendly
- Compatible with Unity 5

6 SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have FantasyHeroes folder added to your project
3. Open CharacterEditor scene from Scenes
4. Run scene

7 PAID EXTENSION ASSETS

All extension assets will simply add new sprites to the main sprite collection. Just scroll body and equipment parts in Fantasy Heroes: Editor!

ATTENTION! If you see no new sprites, then try manually update sprite collection. Select SpriteCollection object from Hierarchy window and press Refresh button on it.

Fantasy Heroes: Vikings contains various viking armors and weapons.

http://u3d.as/PbV

Fantasy Heroes: Emoji contains various emotions and expressions.

http://u3d.as/Pwp

8 EDITOR USAGE

- Use arrows to play animations
- Use arrows to change body parts and equipment
- Use palette to change body parts
- Drag and drop ready character to Project window to save it as Prefab (you can also rename it)

9 SCRIPT REFERENCE

Please refer to ScriptReference.chm if you have any questions about code samples.

10 NOTES

- There are 3 weapon types: one-handed melee, two-handed melee and bows
- You can use the only one weapon type at the same time

- There are 2 sprites for each hair type: full hair sprites for clear head and and short hair for helmets

11 OPTIMIZATION TIPS

- Enable Texture Compression for all sprites to minimize build size
- Use Crunch Compression for all sprites to minimize build size
- Use Sprite Mode > Mesh Type = Tight because all sprites are 512x512 px and are not cropped
- Set Sprite Mode > Extrude Edges = 2 or more if you have crop artefacts
- Use Packing Tags for sprite groups to improve performance
- Refer to Unity docs for details about Texture Compression and Packing Tags
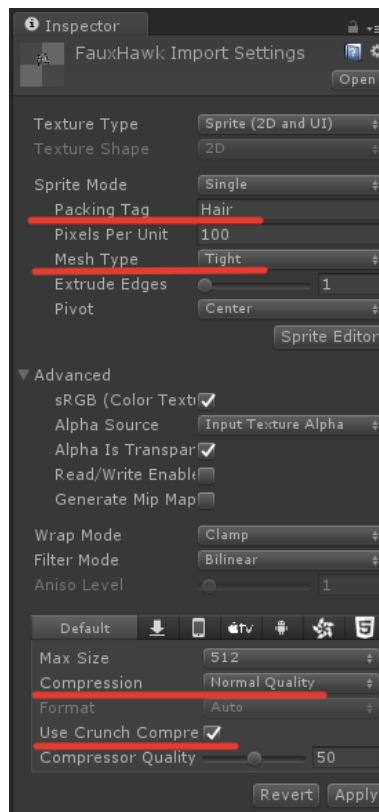
12 FAQ

- How do I save my characters?

You can simply drag and drop your character from Hierarchy window to Project window to create a prefab. Of course, you can do it in runtime!

- How can I customize a character in Editor mode?

Select your character in Hierarchy window, then simply drag and drop sprites from Project window to Character script attached to character.

13 ACKNOWLEDGMENTS

Mike Jakubowski – help with character eyes colorizer shader and editor UI suggestions.