DynaBone

Easy bone creation in a few clicks

v0.2.1 (Unity 2018.4.5 & Up)

Table of Contents

Contents

Welcome

Hi there, thank you for purchasing **DynaBone Presets**!

During the development of my latest project I found that setting up Dynamic Bone Components for my characters was a tedious and long task, after much consideration i decided to make a system that automates all this and allows you to create and utilize presets!

If you like this package, please give it a review/rating in the store as it will help me to improve the asset.

Contact info

For bugs, feature requests and a friendly chat, you can send an email to: dizzymediainc@gmail.com

I will always answer as soon as possible but please keep in mind that I am just one guy with a normal day job.

About

DynaBone Presets is an easy to use system that allows you to quickly setup Dynamic Bones for Generic, Humanoid & Animal setups!

Not only can you easily setup Dynamic Bone Components but you can utilize the default presets provided to quickly setup character bones, cloth settings and animal tail settings.

You can also create custom presets which can be utilized within the DynaBone Presets system, providing a quick and easy way to save your setups and re-create them with ease!

In order to utilize DynaBone you **MUST OWN** a copy of **Dynamic Bone**!

Asset Pack Contents:

- 1 Main Script (DynaBone Presets)
- 19 Default Presets
  (11 Human, 3 Animal, 3 Cloth Types *Robe, Skirt & Cape*, 1 Tail, 1 Ears)
- Custom Animation Curves Library
- Easy Preset Creation (Through top menu or Asset > Create)

Usage: Basic

Dynamic Bone is a really handy asset that can add fluid motion to a lot of objects, body parts, clothing, animal tails, etc. but setting things up can take a while, especially if you have multiple models you'd like to setup and varying types of setups required.

DynaBones Presets is here to solve that problem by providing you a quick and easy way to not only create all the necessary Dynamic Bone components where you need them but allowing you to utilize default or custom presets, which can be used to create, duplicate or re-create setups!

With this system you should be able to create all kinds of Dynamic Bone setups! Currently the system supports Generic, Humanoid & Animal setups but will be expanded as time goes on to fit more diverse needs.

Usage: Custom

DynaBone Presets gives you the option to create your own presets and use them when setting up your bones through the DynaBone Presets system. You can easily create new Presets by using the top menu or going to Assets > Create and then navigate to the appropriate preset you wish to create.
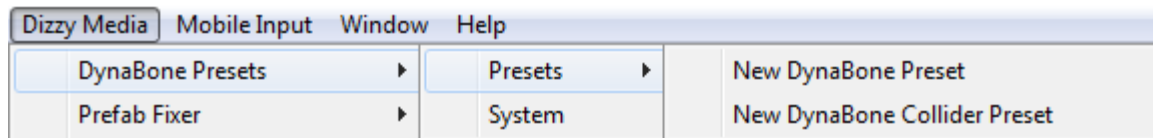
Once the Presets has been created you will see it in your project folder, you can then adjust the settings as you like as well as move the file to another folder of your choosing.

Custom Presets are not required to be in a specific folder and can be located anywhere in the project, they will always display in the selection during setup .

Scripts: Core

There is one main script that you will be using for the Core functionality.

- **DynaBone_Presets**

The **DynaBone_Presets** script handles all the editor window functions, giving you options to choose how you utilize the system.

<u>Thank You</u>

Thanks a lot for purchasing this asset and I really hope that it helps you out with your project, I hope this documentation has helped explain the systems functions and intended use.

If you have any questions feel free to send me an email at: dizzymediainc@gmail.com

If you like this asset and want to see more like it, please help me out by rating the product on the product page. Ratings let me know people like the products, encourage others to use them as well and increase our business overall, leading to more updates, expansions and new products.

Thanks again!

Tsuyoi Raion
Dizzy Media Inc.