**Character Requirement:**

--Joint: ideally less than 40 joints

--Mesh: required to combined to single mesh

--Size: 200MB and less

-[David & Dana]:

scaling: 1.4

-[Luna]:

scaling: 12

adjust thumb joint scale

Note: All scale settings need to be adjusted in scene view, not in character config

**\*\*\*\*\*\*Unity Character Setup Guide\*\*\*\*\*\***

Generic guide:

-Component worth noting

[1] Mecanim Control Script: attach on character

-requires rename character as ["Character\_defined"]

[2] Switch character button: add onclick event pointing to

EventSystem (SwitchCharacter.SwitchTo[Character])

[3] Salsa plugin [Including Eyes, Salsa & Queue Processor]

Lip Sync:

- adjust blend shape for visemes

- adjust visemes trigger threshold

- attach corresponding audio file

Eye:

- Clamp Degree: V 25, H 45; Fov V 10, H 20; Fov offset X 0.1, Y 0.05

- Random Timer Min 3, Max 6; Dis Min 1, Max 1

- Unpack character prefab to use random eye + fix axis

- Eye Lid: Timer Min 3, Max 6; Animation Timing On 0.2, Hold 0.1, Off 0.2

[4] Full body IK attach on character

- adjust corresponding bones

- parent foot effector under character and set “Apply Root Motion” to false

- set parameters such as iterations

[5] Facial Blend shape is attached on Luna’s Mesh





