

Basic Use

If you are not already using a 2D Project, make sure to have the 2D Animation Package, 2D Sprites and 2D PSD Importer from the Package Manager installed, otherwise the included rig will not function properly.

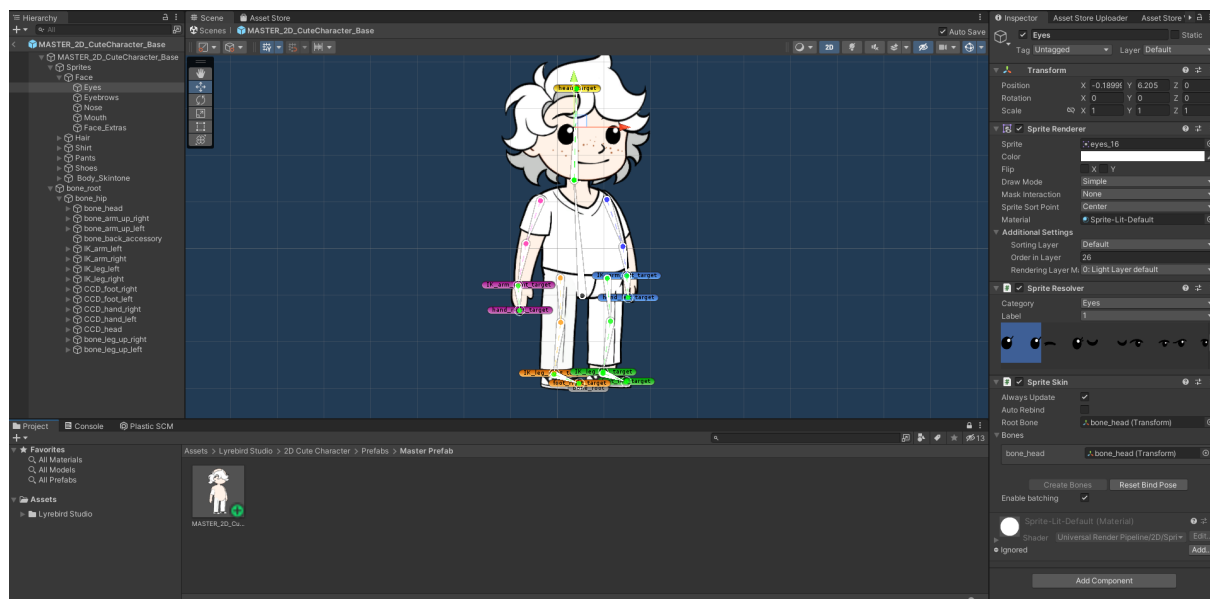
To use the Character simply navigate to the folder: Lyrebird Studio/2D Cute Character/Prefabs and drag any of the prefab variants found in this folder into the scene. If you wish to create your own variants, you can either alter the existing ones, or navigate to the Lyrebird Studio/2D Cute Character/Prefabs/MasterPrefab folder where you will find the MASTER_2D_CuteCharacter_Base asset, from which you can create your own variants by: right click -> Create -> Prefab Variant.

IMPORTANT: Do not alter the Master Prefab, changing it will result in alteration of the variants created from it.

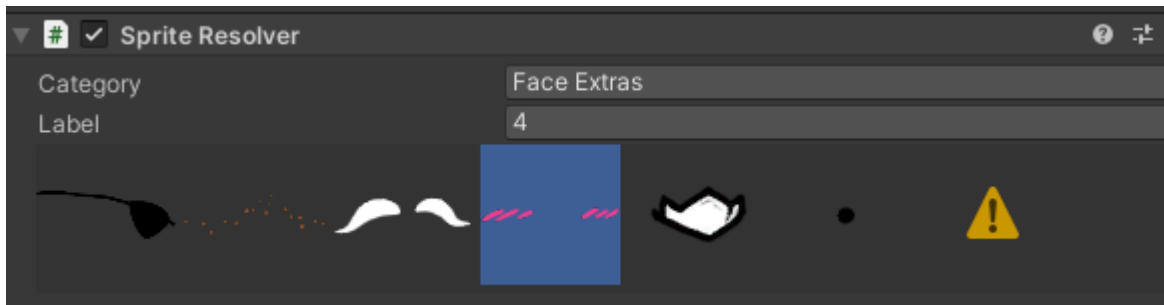
Changing features and colors

In the Hierarchy select the feature you would like to change and in the Sprite Resolver component choose the sprite you would like to select.

All monochrome sprites can be tinted by Unity's default tinting functionality in the Sprite Renderer. The same method can be used to change skin color, however, like the sleeve and pants, all parts must be tinted individually.



If you would like to display no sprite, for example for short hair on the backside, certain body parts have an empty slot you can choose. The yellow warning sign is not an error it simply means this is an empty slot you can select like any other.



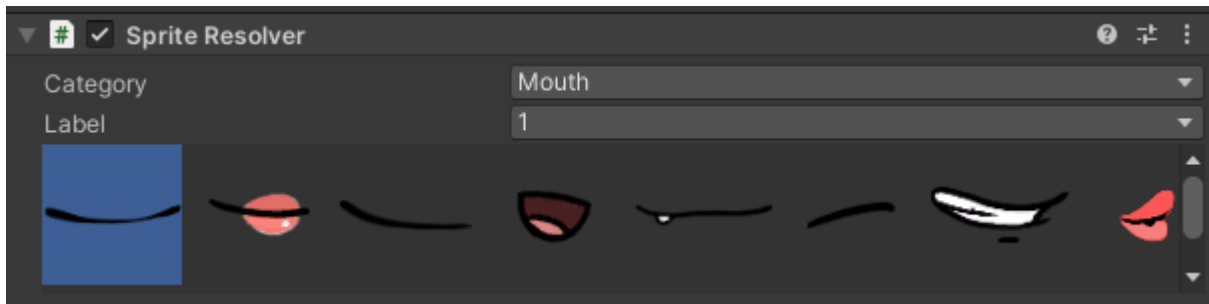
Animation

Make sure to have Gizmos enabled to see the labeled IK handles. Using any other bone to animate the arms and legs will not work. The torso and head can be animated by selecting the bones directly. For further information about bone animation refer to the [Unity Animation Documentation](#).

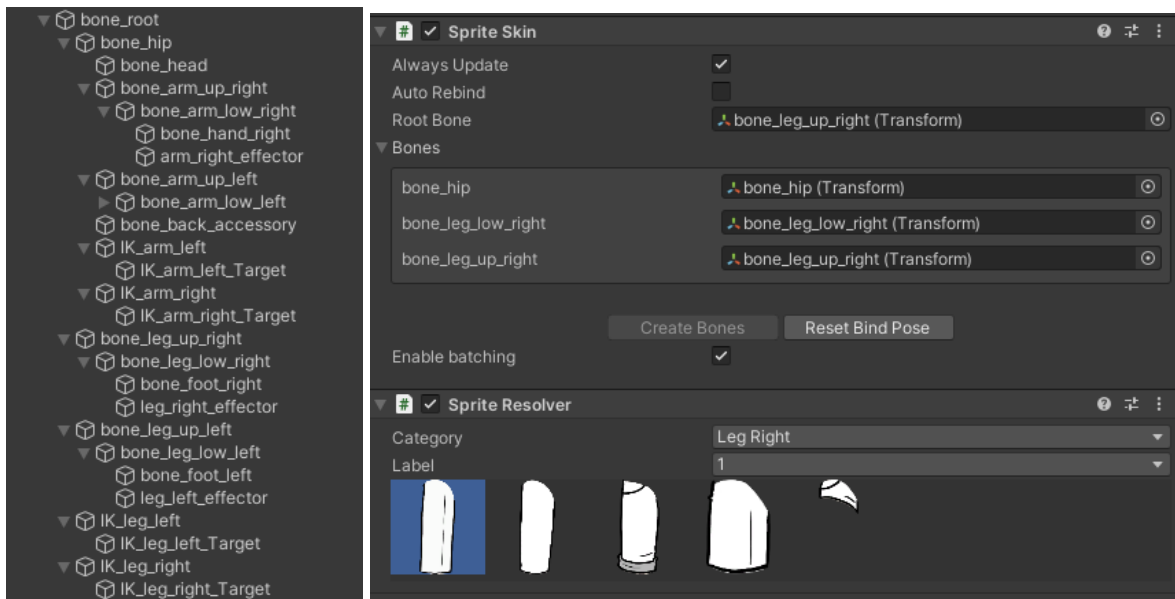


Bug fixing/known issues

- sometimes when switching a sprite in the Sprite Resolver Unity does not display it correctly, it may look strangely distorted. To fix this briefly switch the **Category** to something else and then back to the intended one, then try selecting the sprite again. The sprite should now be displayed correctly



- If this doesn't work some bones might have been misplaced in the **Sprite Skin**. Make sure all slots are assigned and have the correct corresponding bone name. If a slot is missing you can drag the bone with the correct name back in from the Hierarchy.



VIDEO TUTORIAL

