Undead Heroes: Character Editor

By Hippo Games

TABLE OF CONTENTS

1 Online help 2
2 About 2
3 Do you like it? 2
4 Contacts us 3
5 Hire artist 3
6 Features 3
7 Tech specs 3
8 Setup & test guide 3
9 Editor usage 3
10 Weapon types 4
11 Animation 4
12 How to edit and create animation 4
13 Layers and Layer Manager 4
14 Hair mask 5
15 Paid extension assets 5
16 Optimization tips 5
17 Frame-By-Frame animation 6
18 Sprite Atlas (Packing) 6
19 Script reference 7
20 Acknowledgments 7

1 Online help

You can find the latest manual version in our WIKI:

https://github.com/hippogamesunity/HeroEditorHub/wiki

There are general asset information, FAQ, tips and other helpful materials. Moreover, you can request new features, submit bugs and get online help here:

https://github.com/hippogamesunity/HeroEditorHub/issues

Join our Discord server for live support:

https://discord.gg/4ht2AhW

2 About

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

It contains awesome 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!

3 Do you like it?

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

4 CONTACTS US

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

5 HIRE ARTIST

Do you need exclusive art works? Our artist is ready for hire! Please email to hippogamesunity@gmail.com!

6 FEATURES

- Create and customize monster characters
- Change body parts and equipment
- Change body parts color
- Play animations
- Mobile friendly
- Compatible with Unity 2017 and Unity 2018

7 TECH SPECS

- Unity 2020+
- Clean and simple C# code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

8 SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have HeroEditor folder added to your project
3. Open scenes from the root directory
4. Run scenes

9 EDITOR USAGE

- Use arrows to play animations
- Use arrows to change body parts and equipment
- Use palette to change body parts
- Use [Save]/[Load] buttons to save and load characters prefabs
- Use [Test] button to open TestRoom

10 WEAPON TYPES

- There are different weapon types: one-handed melee, two-handed melee, bows and firearms
- Please refer to WeaponType enum
- You can use the only one weapon type at the same time

11 ANIMATION

Select Dummy/Animation from scene or Human.controller from Project window. Then open Window/Animator. You will see all our animations.

There are three layers: Upper, Lower and Head. Each of them is independent. It means you can play any animation available for each layer simultaneously.

On Parameters tab, you will see all parameters that control animation transitions.

Select each layer to see animation flow.

You can switch animations with the following ways:

- Most simple way. Just call Character.Animator.Play. This will immediately play animation clip by its name, without any transition and smooth.
- More advanced way. Call Character.Animator.CrossFade, this will fade new animation in over a period of time seconds and will fade other animations out.
- However, the best way is to use animation parameters to control animation transitions. It can take time to learn animation parameters effects.

12 HOW TO EDIT AND CREATE ANIMATION

We made all our animations with built-in Unity animation system. So you can edit them and create your own.

- You can find all animations in Animation folder
- Human.controller contains all animation data
- Use Animation window to edit and create animations
- Use Animator window to edit transitions

13 LAYERS AND LAYER MANAGER

There is LayerManager attached to all Characters. It contains ordered character sprite list and handles sprite overlapping. All sprites have Sorting Layer as multiples of ten: 0, 10, 20, 30 and so on. That way we'll be able to insert new layers in future.
If your character is moving by Z axis, then you'll better use Z coordinate for layers instead of Sorting Layer. LayerManager has two checkboxes: UseLayer and UseZCoordinate. Simple check what you want

and then press SetOrder button. Now your sprites are ordered by Sorting Layer or Z coordinate. You can also change Z accuracy by editing SetOrder method.

14 HAIR MASK

Hair mask is attached to Hair sprite renderer. It is used to partially hide hair.

There are 3 type of masks defined in HairMaskType enum:

- None - don't crop, show full hair sprite
- HelmetMask - use helmet mask if exists, sprite will be visible outside the mask
- HeadMask - use common head mask, sprite will be visible inside head outline only

Helmet masks are located in HelmetMasks folder. When you equip a helmet, linked helmet mask will be automatically added to hair sprite.

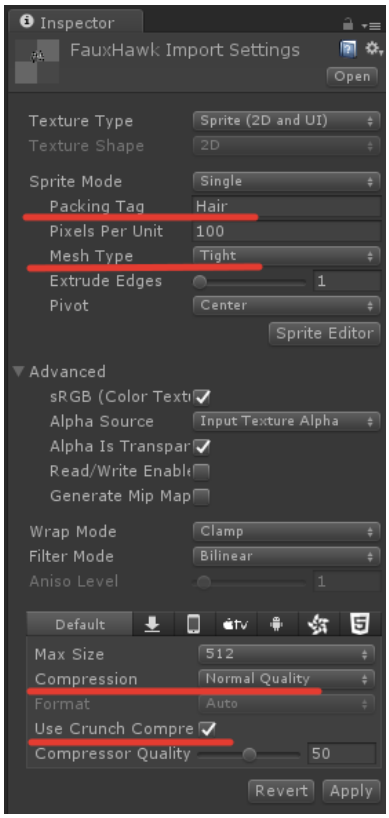
You can read more about sprite masks here: https://docs.unity3d.com/Manual/class-SpriteMask.html

15 PAID EXTENSION ASSETS

We provide additional editor extension assets, such as new sprite collections. Please visit our page on the Asset Store to find our extension assets: https://assetstore.unity.com/publishers/11086

16 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 (legacy feature, but preferred)
- Enable Legacy Sprite Packer from Editor settings
- Refer to Unity docs for details about Texture Compression and Packing Tags
- Consider to use Sprite Atlas (replacement for Legacy Sprite Packer)
- Read more about sprite packing in Sprite Atlas (Packing) section below



17 Frame-By-Frame animation

This feature may be under development. Contact us if you need it!

Wanna use our awesome characters outside of Unity? Maybe in other game engines? It's no problem anymore as we made sprite sheet generator! Simply open SpriteSheetMaker scene and "dump" any animations you want to sprite sheets!

18 Sprite Atlas (Packing)

In order to reduce memory usage and improve game performance sprites can be grouped into combined textures called Atlases. As well as out sprite collection is very large, we advise you to use packing features available in Unity 2017: Sprite Packer and Sprite Atlas.

It is preferred to use Legacy Sprite Packer, read more here:
https://docs.unity3d.com/Manual/SpritePacker.html

Alternatively, you can use Sprite Atlas, read more here:
https://docs.unity3d.com/Manual/SpriteAtlas.html

When using Sprite Atlas, please:

- group sprites and make sure that each atlas size is no more than 2048x2048 to avoid issues on different platforms. Use different packing tags: Weapon, Armor, Shield and so on.

19 SCRIPT REFERENCE

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

20 ACKNOWLEDGMENTS

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