

## Overview

Thank you for downloading Chibi Character (version 1.0.0)!

Inside this package you will find two folders: **Character** and **Example**.

For more information about what is in those two folders, read the sections below.

Note: Since this character is very stylized and controlled with only 11 bones the rig cannot be set up as a humanoid with Unity and is therefore not compatible with Mixamo animations. But the asset comes with 20 animations which should fit a variety of projects.

If there are any issues with this asset or you have a question, then feel free to reach out through email: [dreamnoms@gmail.com](mailto:dreamnoms@gmail.com)

## What's in the Example Folder

In the Example Folder there are two scenes: **Game** and **Turntable**.

The Game scene (and the assets in the Game folder) contains a playable platformer level where you can see the character and its animations in action. Feel free to look at the CharacterMover.cs script and the Character.controller asset in the Game folder if you want to see an example of how the character and animations could be set up.

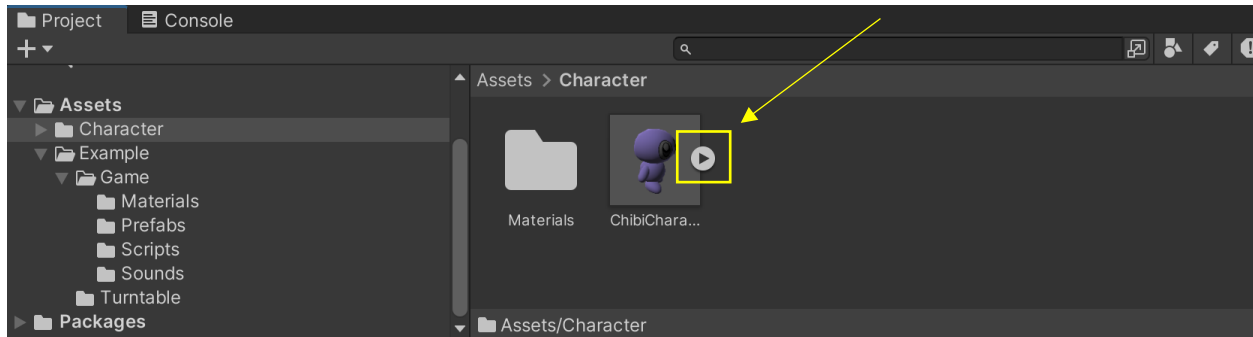
The Turntable scene (and the assets in the Turntable folder) contains a basic scene where you can play the various animations by changing the dropdown, and you can rotate around the character by dragging on the Rotation Slider.

All the assets in the Example Folder are optional and can be safely deleted. But if you don't want to build an animator controller from scratch, then you should keep the Character.controller animator controller and the OnExitSetBool.cs script since that could be a good basis for building an animator controller since it has almost all the animations included (except for the Right and Left Strafe) as well as transitions between the states.

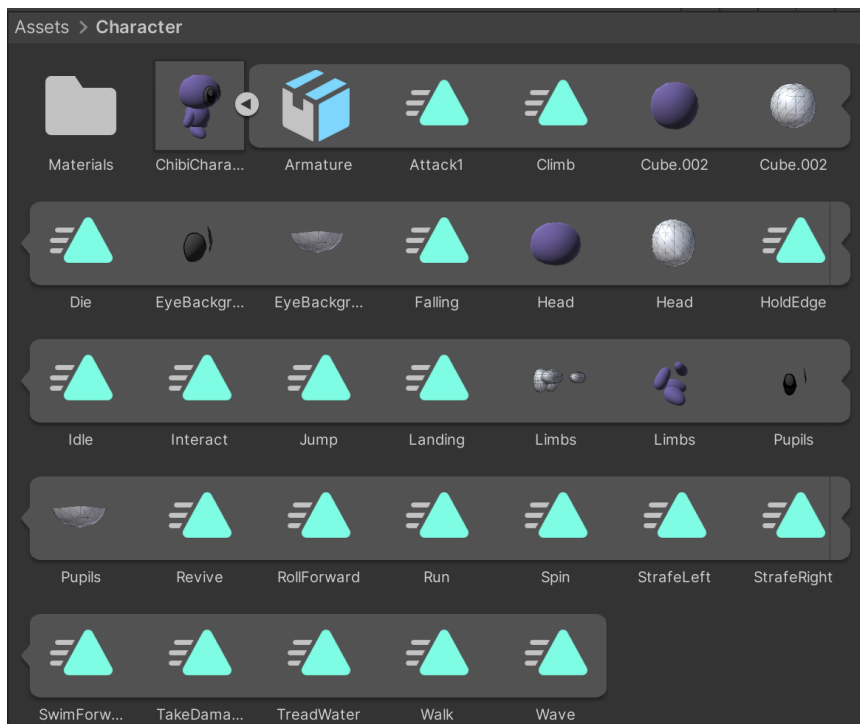
## What's in the Character Folder

The Character folder contains the essential assets for the character including the model and a folder for the materials and textures.

You can hit the round arrow next to the ChibiCharacter to expand it and see its animations:



Once it has been expanded, you can see all 20 of the different animation clips:



Any of these animations can be dragged into an Animator Controller to be used for your project.

# Materials and Character Customization

Inside the Materials folder are three different materials to customize your character. The Eye material does not have much customization available, but the EyeBackground and the Main material are more customizable.

Changing the Albedo of the EyeBackground will cause the background part of the eye to change to a different color. Note now that the background of the eye is no longer white but is orange:



Similarly, you can change the Albedo for the Main material. This color controls most of the character's color:

