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Vile Hag Documentation

Materials
Found under Assets - VileHag - Materials.

Assets > VileHag > **Materials**
- BackGround
- HagAlpha
- HagBody
- HagBodyGore

HagBody is the main material for the character and is applied by default to:
vileHag_mesh:vileHag_arms
vileHag_mesh:vileHag_dress
vileHag_mesh:vileHag_eyes
vileHag_mesh:vileHag_head
vileHag_mesh:vileHag_legs
vileHag_mesh:vileHag_mouth_bottom
vileHag_mesh:vileHag_mouth_top
vileHag_mesh:vileHag_tongue

HagBodyGore is the main material variant for the character and is applied by default to:
vileHag_mesh:vileHag_arms
vileHag_mesh:vileHag_dress
vileHag_mesh:vileHag_eyes
vileHag_mesh:vileHag_head
vileHag_mesh:vileHag_legs
vileHag_mesh:vileHag_mouth_bottom
vileHag_mesh:vileHag_mouth_top
vileHag_mesh:vileHag_tongue

HagAlpha is the material for the characters hair, eyelashes, and cloth edge and is applied by default to:
vileHag_mesh:vileHag_eyelash
vileHag_mesh:vileHag_hair
vileHag_mesh:vileHag_dress

BackGround is the material for the Demo Scene background and is applied by default to:
BG

Animations

Found under **Assets - VileHag - Animations**.

```
Assets > VileHag > Animations
  ▶ 🎞 hag_death_humanoid
  ▶ 🎞 hag_idle_humanoid
  ▶ 🎞 hag_neckBite_humanoid
  ▶ 🎞 hag_run_humanoid
  ▶ 🎞 hag_scream_humanoid
  ▶ 🎞 hag_walk_humanoid
    🎛 VileHag_Controller
```

Here you can find all of the unique animations created for this character, plus it's animation controller.

Shaders

Found under **Assets - VileHag - Shaders**.

```
Assets > VileHag > Shaders
  🅢 VileHagDoubleSided
```

Here you can find the custom double sided shader created for this character.
It is used to have no culling on the dress and hair.
You can use this shader as you like by making a new material, and selecting VileHagDoubleSided

Prefabs

Found under **Assets - VileHag - Prefabs**.

```
Assets > VileHag > Prefabs
  🔷 vileHag
  🔷 vileHagGore
```

Here you can find two prefabs, one for the original character, and one for the gore variant.

Demo Scene

Found under **Assets - VileHag - Demo - DemoScene**.

```
Assets > VileHag > Demo
  🔷 DemoScene
```

This demo scene comes with a preview of the character and all it's animations.
Playing the scene will show the character in its default idle state.
By clicking the provided UI buttons, you can preview each animation.