RPG MODULAR SKELETON PACK DOCUMENTATION

1- How to add more assets (weapons/armor/fx).
2- How to save prefab.
3- Script.

1-How to add more assets (weapons/armor/fx).

Example :
Add a new helmet to the pool
Name your asset in your 3D software
Helmet is an armor part that equips the head, then it will be named like this:
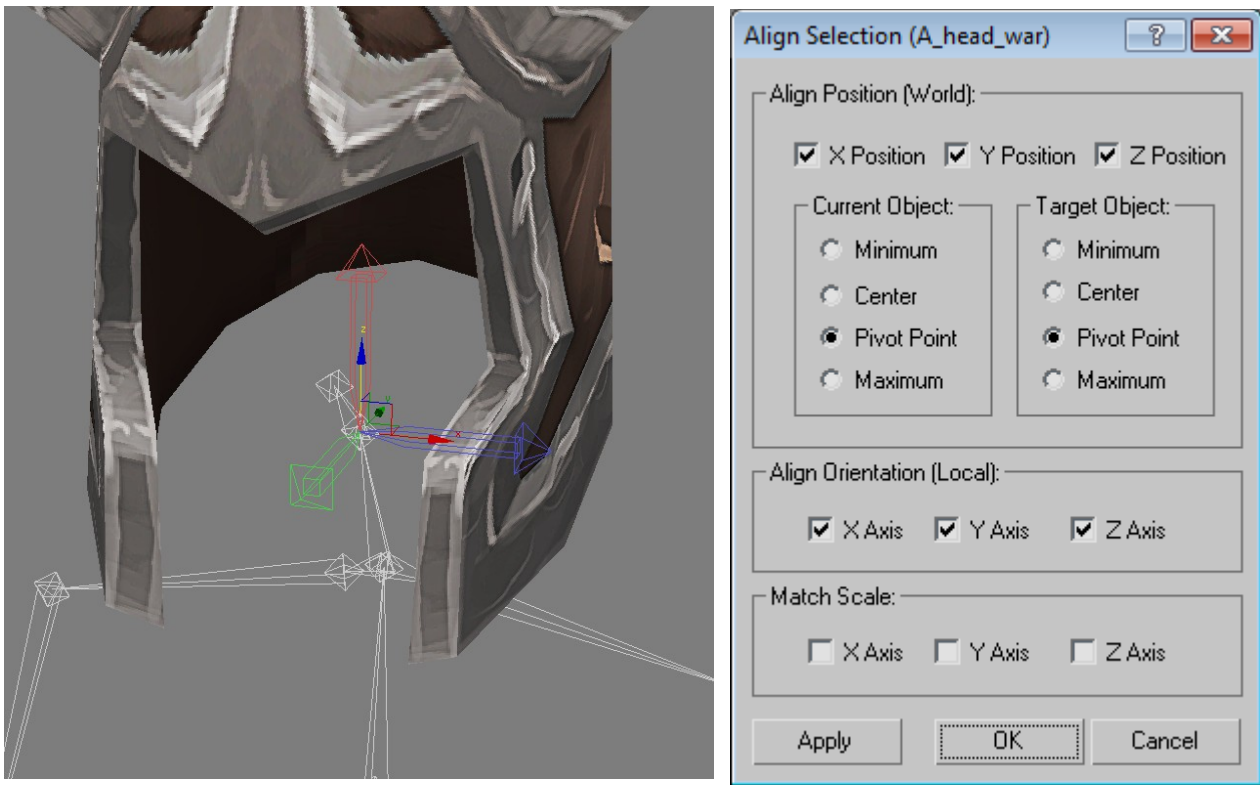
A_head_nameOfYourHelmet

In your 3D software import the SKELETON_MODULAR_01.FBX

Place your asset on the model.

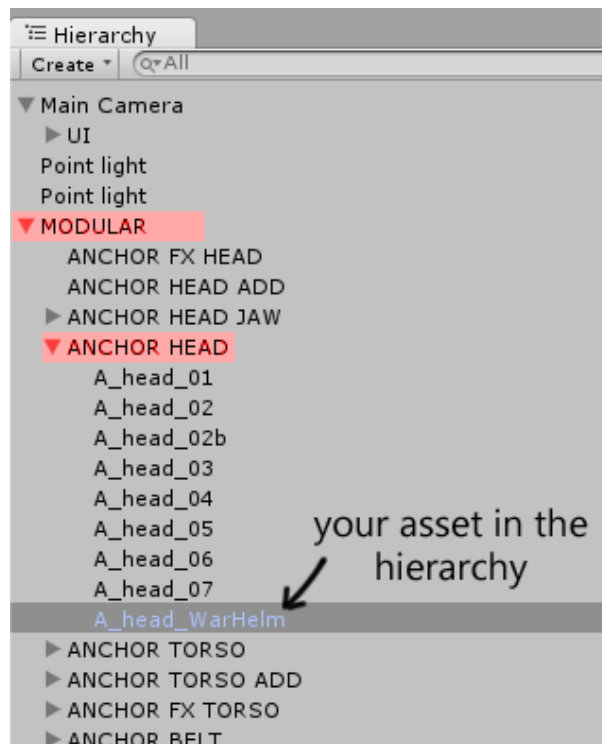When you are happy with the position...

...Aligne the pivot of your object on the bone of the head.
The skeleton is a traditional biped, so the name of the head bone is "Bip01 Head"

Once it is done export your asset to your unity project folder as a .FBX

In Unity, drop you asset from the project folder to the Hierarchy folder

Put your asset under ANCHOR HEAD in MODULAR

Now, your asset is added to the pool. Enter play mode and scroll head asset to equip the skeleton.

Here is the list of assets and corresponding bones :

   Assets list   biped bones

Helmet, Eye, Hair ………….>Bip01 Head
Jaw, Tongue………………...>Bip01 Ponytail1
Left ShoulderPad…………...>Bip01 L UpperArm
Rigth ShoulderPad ………..>Bip01 R UpperArm
Torso Armor………………..>Bip01 Spine2
Belt………………………....>Bip01 Pelvis
Right Arm armor, bracelet….>Bip01 R Forearm
Left Arm armor, bracelet…...>Bip01 L Forearm
Right Leg armor……………>Bip01 R Calf
Left Leg armor……………..>Bip01 L Calf
Right Weapon………………>Bip01 R Hand
Left Weapon………………..>Bip01 L Hand

2-SAVE PREFAB

When cliking on the Save button while play mode is running, your custom skeleton will be added to the prefab folder in the project.
Each time you clik on save button a numbered prefab is created : skeleton1,skeleton2,skeleton3 etc.

Caution :Everytime you close and playmode again, each new prefab will overight the previous session.
If you want to save the skeletons, I suggest you to put them in a new folder.

A big improvement can be done at the end of the script inside the makeprefab function.
You can combine all separated mesh into a unique skinned mesh to reduce drawcall.
If you have a kick ass programmer on your project, it will be easy! You can check on the store some people have done some good stuff.

EX : MeshBaker by Ian Deane

https://www.assetstore.unity3d.com/en/#!/content/5017
https://www.assetstore.unity3d.com/en/#!/content/31895

3- SCRIPT

Character editor' script is done in Javascript. You can improve the script or modify it as you need for your project.

The script is commented so you can see how it works. This is probably not the best way to do it but it works well!

Also, if you see some modification that could upgrade it let me know. I will see what I can do.
I am an artist, and my scripting skills are a bit limited :)

Drop me a line at Contact@ironicgame.com

Thank you!