Unique Character Generator

By Lutor Games

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Tutorial: ▶ Character Generator Tutorial

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Table of Contents

Core Concept

The Unique Character Generator is a powerful yet simple tool designed to help developers create an unlimited number of unique characters for their projects. With *over 500 customizable body parts, clothing, and accessories*, the asset allows you to generate *quadrillions of unique characters* that are perfect for hyper-casual mobile games and beyond.

The asset offers a user-friendly editor interface, where you can manually swap parts, shuffle the design for random creations, and instantly save characters as prefabs for easy integration into your project

Key Features

- **500+ Customizable Parts:** Body parts, clothing, and accessories give you full control over character creation.
- **Quadrillions of Possibilities:** Generate a virtually infinite number of unique characters with every shuffle.
- **Intuitive Editor UI:** A simple and interactive interface to preview, select, and customize your characters.
- **Character Shuffling:** Shuffle individual parts or the entire character for a fully randomized look.
- **Auto Generating:** You can simply set the desired amount and the system will automatically generate unique characters
- **Save as Prefab:** Instantly save your customized characters as Unity prefabs for use in your project.
- **Lightweight & Optimized:** No performance issues. The tool works directly within the Unity Editor without affecting game performance.

How It Works

Editor Window & UI Overview

Once you import the **Unique Character Generator** into your Unity project, you can access it from the **Window** menu in the Unity editor. The editor window includes the following sections:

- **Main Preview**: View the full, customizable character that reflects the parts you've selected or shuffled.
- **Part Previews**: See smaller previews of individual parts (e.g., head, torso, legs, accessories) to make quick selections.
- **Part Type Selection**: Choose from various part categories (e.g., body, clothing, accessories) using easy-to-navigate buttons.
- **Shuffle Buttons**: Shuffle individual part categories (e.g., head, clothing) or the entire character to generate new, unique designs.
- **Auto Generating:** You can simply set the desired amount and the system will automatically generate unique characters
- **Save Button**: Once you're satisfied with a character, click the **Save As Prefab** button to save the character as a Unity prefab for later use.

Customization Options

The **Unique Character Generator** comes with a massive library of over **500 parts** that can be customized to suit your game's style. The available parts include:

- **Body Parts**: Head, torso, arms, legs, and more.
- **Clothing**: Tops, bottoms, shoes, and accessories.
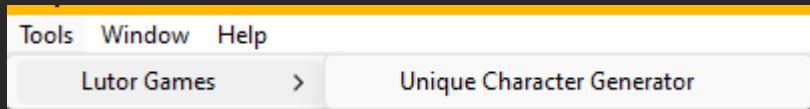- **Additional Accessories**: Hats, glasses, jewelry, etc.

You can manually select any part from the available categories and swap them at will, creating a truly unique character every time.
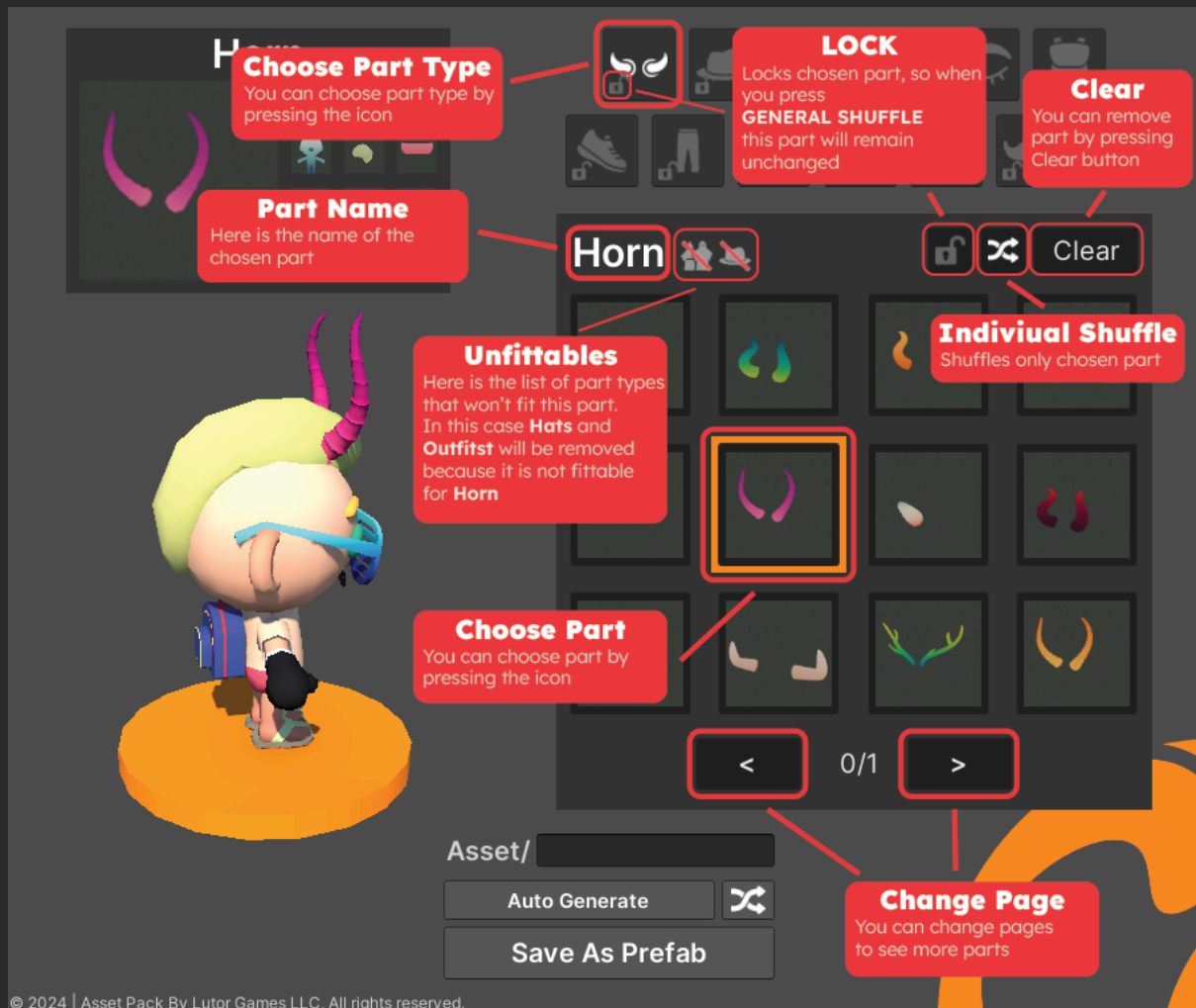
Performance & Compatibility

- **Performance:** The asset works within the Unity Editor and is optimized for use during development. It does not affect game performance since it's not part of the in-game runtime.
- **Compatibility:** The Unique Character Generator is compatible with all Unity versions and works across all platforms (PC, mobile, VR, console…).

How to Get Started

- **Install the Asset:** Import the Unique Character Generator package into your Unity project.
- **Open the Editor:** Navigate to *Tools > Lutor Games > Unique Character Generator* to open the customization window.
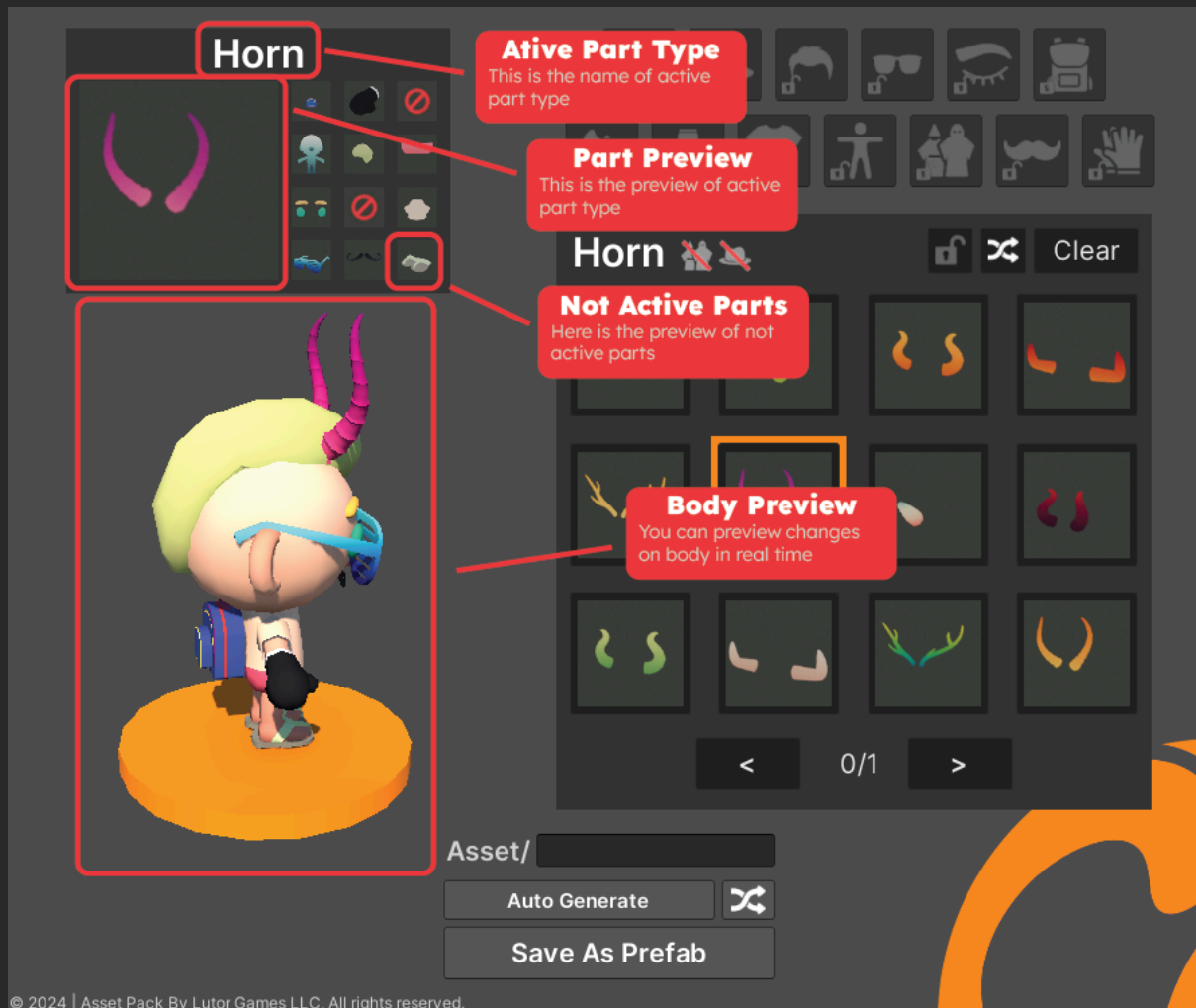
Tools	Window	Help	
	Lutor Games	>	Unique Character Generator

Customize Character

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This section lets you fully customize your character by choosing different part types like horns, outfits, or accessories. You can select a part from the grid, shuffle individual parts, or clear them entirely. If you want a part to stay the same during randomization, just lock it. Some parts may automatically remove others that aren't compatible—for example, adding horns might remove hats and outfits. You can flip through different pages to explore more part options.
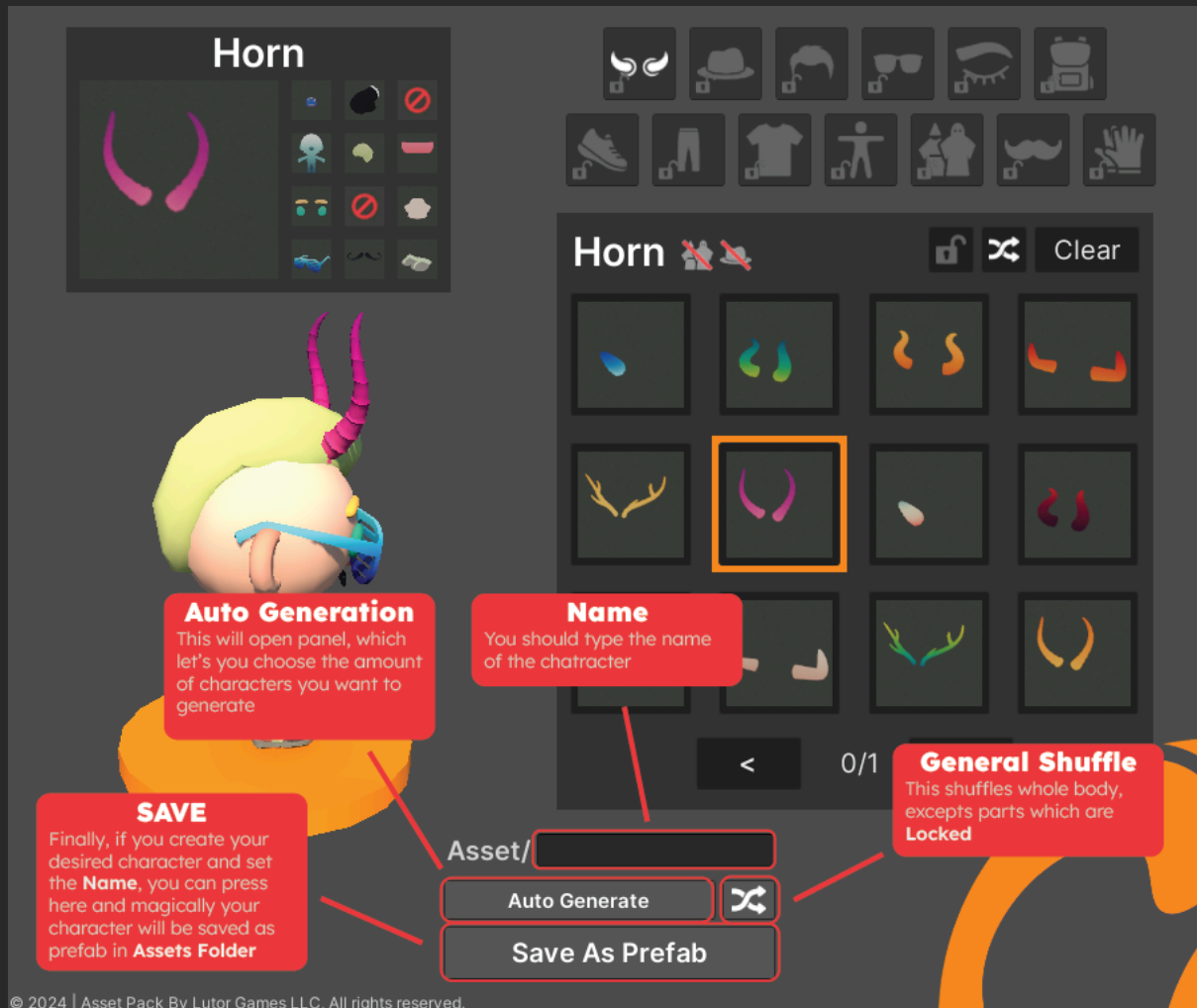
Customization Preview

The preview area shows your character in real time as you make changes. You'll see which part type is currently active and get a visual of both the active and inactive parts. The 3D character model updates instantly, so you can see exactly how each change looks on the body.
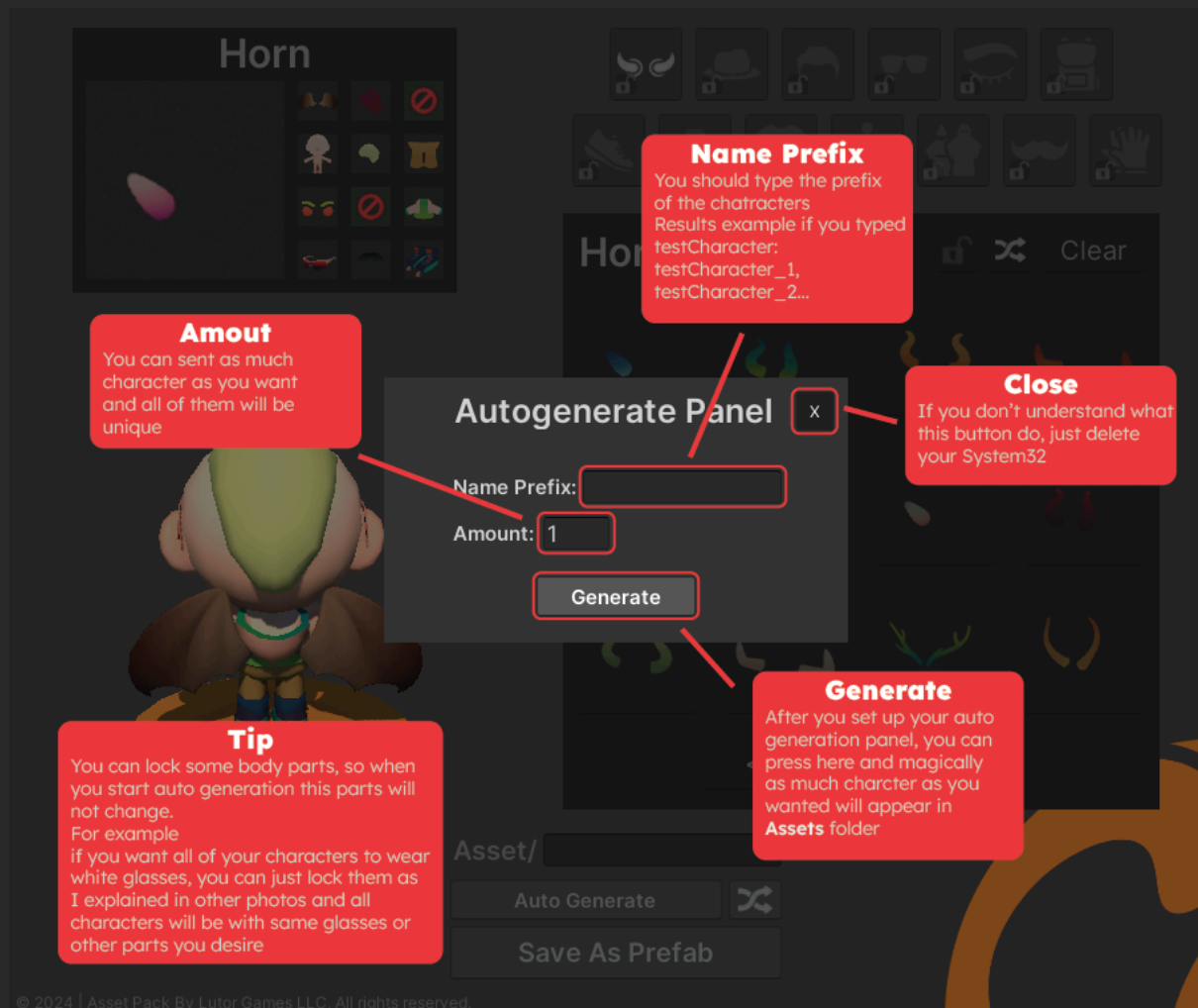
Saving & Exporting

Individual Save

Once your character is ready, you can give it a name and save it as a prefab directly into your Assets folder. You can also auto-generate multiple characters at once with the Auto Generate feature. If you want to quickly mix things up, use the General Shuffle to randomize the whole character—locked parts will stay the same.

Auto Generate & Save

Horn

Name Prefix
You should type the prefix of the chatracters
Results example if you typed testCharacter:
testCharacter_1,
testCharacter_2...

Amout
You can sent as much character as you want and all of them will be unique

Close
If you don't understand what this button do, just delete your System32

Autogenerate Panel X

Name Prefix:

Amount: 1

Generate

Generate
After you set up your auto generation panel, you can press here and magically as much charcter as you wanted will appear in **Assets** folder

Tip
You can lock some body parts, so when you start auto generation this parts will not change.
For example
if you want all of your characters to wear white glasses, you can just lock them as I explained in other photos and all characters will be with same glasses or other parts you desire

Asset/

Auto Generate

Save As Prefab

With Auto Generation, you can instantly create multiple unique characters at once. Just set a prefix name—like `test`—and the system will generate characters named `test_1`, `test_2`, and so on. You can create as many as you need, and each one will be different. If you've locked any body parts (like glasses), those parts will stay the same across all generated characters, making it easy to keep consistency where you want it.

Why Choose the Unique Character Generator?

Infinite Possibilities: Create characters without limits. With quadrillions of combinations, every character can be unique.

Simple & Easy-to-Use: No complicated setup. Just install, choose, or shuffle, and save!

Perfect for Hyper-Casual Games: Quickly create unique characters for hyper-casual mobile games and other projects.

Support

If you run into any issues or have questions about the character generator, we're here to help!

Email: contact@lutorgames.com
Website: https://lutorgames.com

Feel free to reach out anytime—we'll get back to you as soon as possible!

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