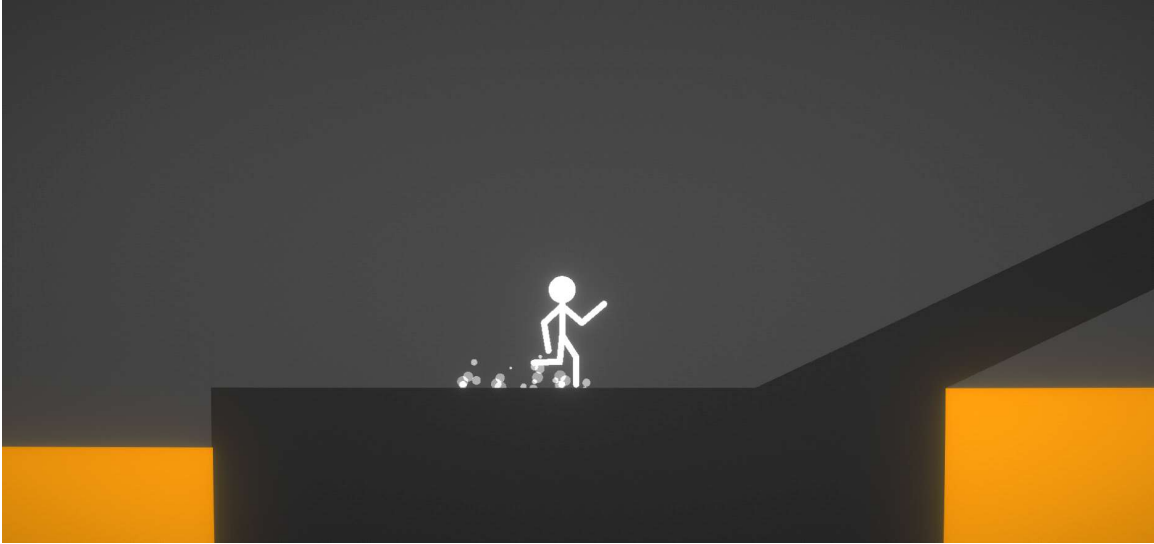


CGC Ragdoll Creator



- 1.Create Stickman controller.
- 2.Create Stickman Camera Controller.
- 3.Create Stickman jump & dust Effect.
- 4.Create Stickman Dead.

Create Stickman controller

first open the CreatorScene in CGC Studio.



Open the
Tool/CGC Studio/CGC Ragdoll Creator



Assing All Bodypart to Correct Place



press Create Stickman Button

Script: StickManContri

Muscles

Size: 7

Element 0

Bone: Head (Rigidboc)

Root Rotation: 0

Force: 1000

Element 1

Bone: spine (Rigidboc)

Root Rotation: 0

Force: 2500

Element 2

Bone: Hip (Rigidbody)

Root Rotation: 0

Force: 2500

Element 3

Bone: LeftLeg (Rigidk)

Root Rotation: 0

Force: 2500

Element 4

Bone: LeftLowerLeg

Root Rotation: 0

Force: 2500

Element 5

Bone: RightLeg (Rigic)

Root Rotation: 0

Force: 2500

Element 6

Bone: RightLowerLeg

Root Rotation: 0

Force: 2500

MOVEMONT

Rb RIGHT: RightLeg (Rigic)

Rb LEFT: LeftLeg (Rigidk)

Walk Right Vector

X: 60

Y: 0

Walk Left Vector

X: -60

Y: 0

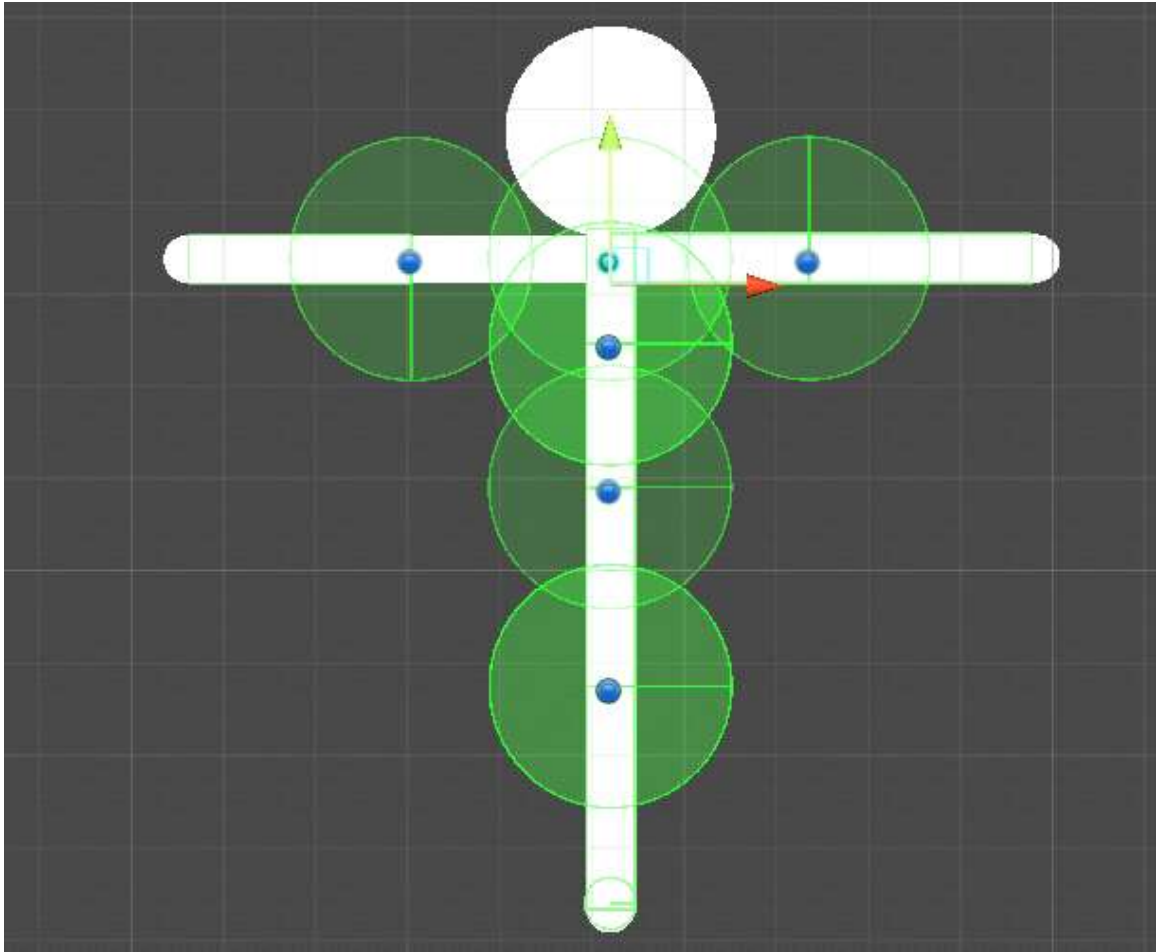
Move Delay: 0.2

INPUTS

Left Input: Left Arrow

Right Input: Right Arrow

Edit joint



Create Stickman Camera Controller

Open the
Tool/CGC Studio/CGC Camera Creator



Assing StickmanHip,SmoothSpeed Set to 0.05 & Press Create Camera Controller



Select CGC_CameraContrller & Set
Projection to Orthographic

☒ **CGC_CameraController**
☐ Static

Tag **Untagged** Layer **Default**

Transform


Position X Y Z

Rotation X Y Z

Scale X Y Z

☒ **Camera**

Clear Flags **Skybox**

Background 

Culling Mask **Everything**

Projection **Orthographic**

Size

Clipping Planes Near Far

Viewport Rect X Y W H

Depth

Rendering Path **Use Graphics Settings**


Target Texture **None (Render Texture)**

Occlusion Culling ☒

HDR **Use Graphics Settings**

MSAA **Use Graphics Settings**

Allow Dynamic Resol ☐


MSAA is requested by the camera but not enabled in quality settings. This camera will render without MSAA buffers. If you want MSAA enable it in the quality settings.

Target Display **Display 1**

Target Eye **Both**

4 command buffers

BeforeLighting: Deferred Ambient Occlusion (0 B) —

BeforeImageEffectsOpaque: Opaque Only Post-processing (—

BeforeImageEffects: Post-processing (0 B) —

BeforeReflections: Deferred Ambient Occlusion (0 B) —

Remove all

☒ **Audio Listener**

☒ **CGC Camera Follow (Script)**

Script **CGCCameraFollow**

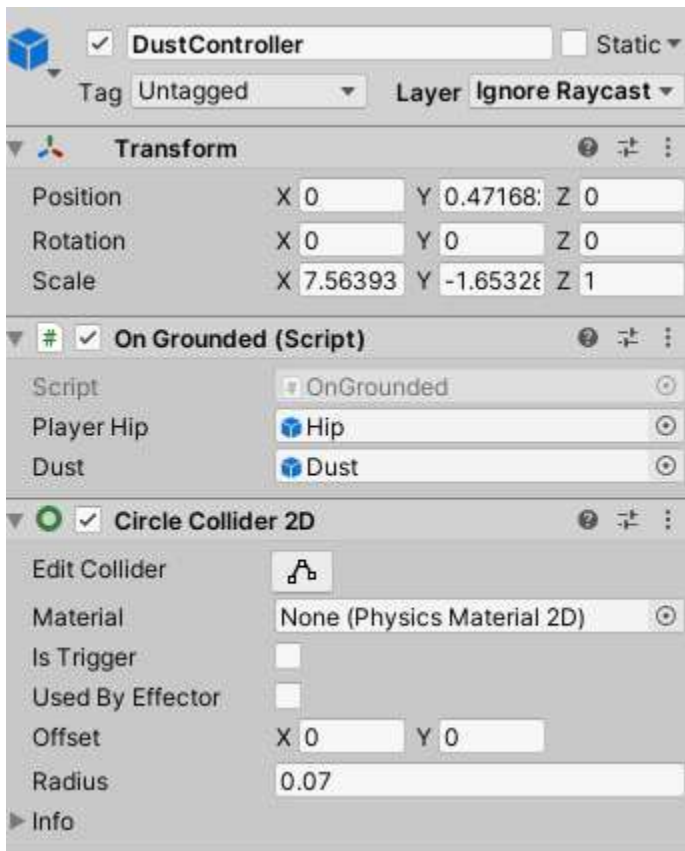
Player **Hip**

Smooth Speed

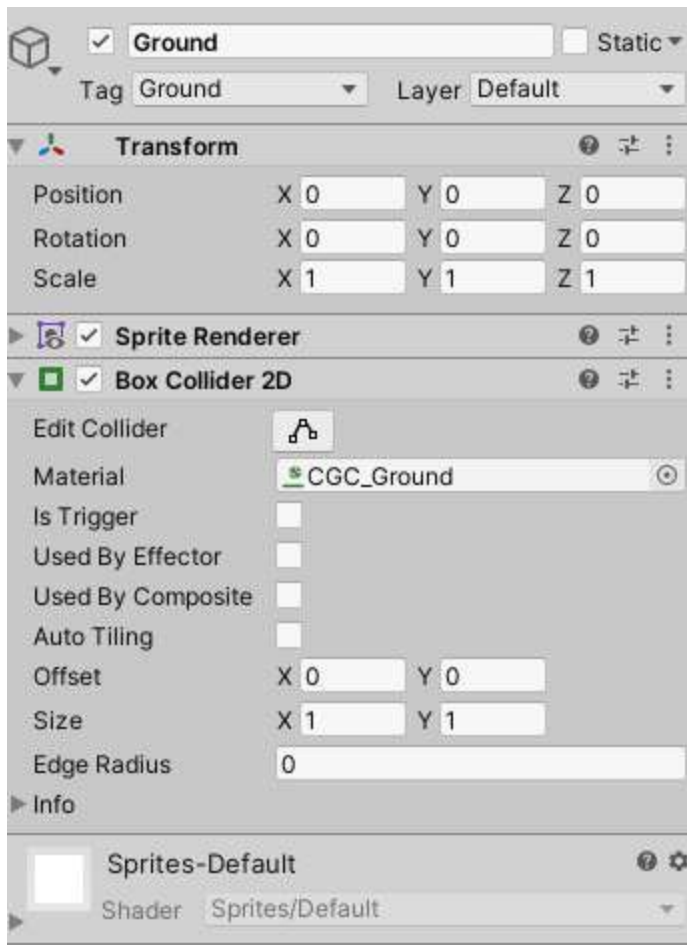
Offset X Y Z

Create Stickman jump & dust Effect

Select DustController & add Dust Effect to Dust

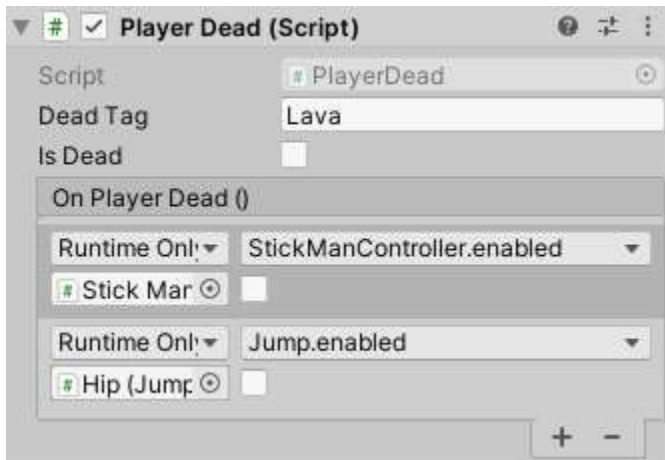


Select your Ground ,Set Tag to Ground & set collider material to CGC_Ground



Create Stickman Dead

Select Player Dead in Stickman Controller



Select your Dead Trigger Set Tag to Dead Tag