

# Design Mascot Avatar - Documentation

## Need Help?

### Implementing Animations

### Specialized Toon Shaders

This character uses a standard Unity Avatar, and is compatible with any system that utilizes standard rigs.

This has been tested with Mixamo and VRChat, besides utilizing the avatar system in Unity.

Useable prefabs are in folder:

**Assets/LB3D/Design\_Mascots/Prefabs**

## Need Help?

Email me:

[theswitchboard@Protonmail.com](mailto:theswitchboard@Protonmail.com)

...or see my website:

<https://lb3d.co/contact/>

## Implementing Animations

The examples shown in the intro video are done using animations from Mixamo.com.

For a tutorial on how to implement these animations, please see my youtube video:

<https://www.youtube.com/watch?v=n1qxl72fAMs&t=70s>

Although the video is for my AO-Maru robot, the same workflow applies to this character.

## Specialized Toon Shaders

The toon shaders included in this package are very simple. See the Toon prefabs with their connected materials to see how they are implemented. If you wish to change things such as color or toon effects, duplicate a toon material, change the values as needed, and assign it to a duplicated Design Mascot prefab.