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Pixel Heroes: Character Editor
By Hippo Games
<https://unityassetcollection.com>

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1 ABOUT

Our asset can create sprite sheets with pixel characters and save them to PNG for further use! It also can create characters at runtime!

2 FAQ AND ONLINE HELP

Please visit [FAQ](#) or join our [Discord](#) channel.

3 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

4 TECH SPECS

- Unity 2020+
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

5 HOW TO USE

1. Download and install the package
2. Launch [CharacterEditor](#) scene
3. Change character parts
4. [Save](#) the sprite sheet as PNG

6 SCRIPT REFERENCE

[CharacterEditor](#) is the main script responsible for creating and saving characters.

[Character](#) is the main character script.

[CharacterBuilder](#) is used to build characters at runtime.

[CharacterControls](#) is an example script that demonstrates character movements and other actions.

7 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

8 HIRE ARTIST

Need exclusive art work? Our artist is [ready for hire](#)! Please email to hippogamesunity@gmail.com!