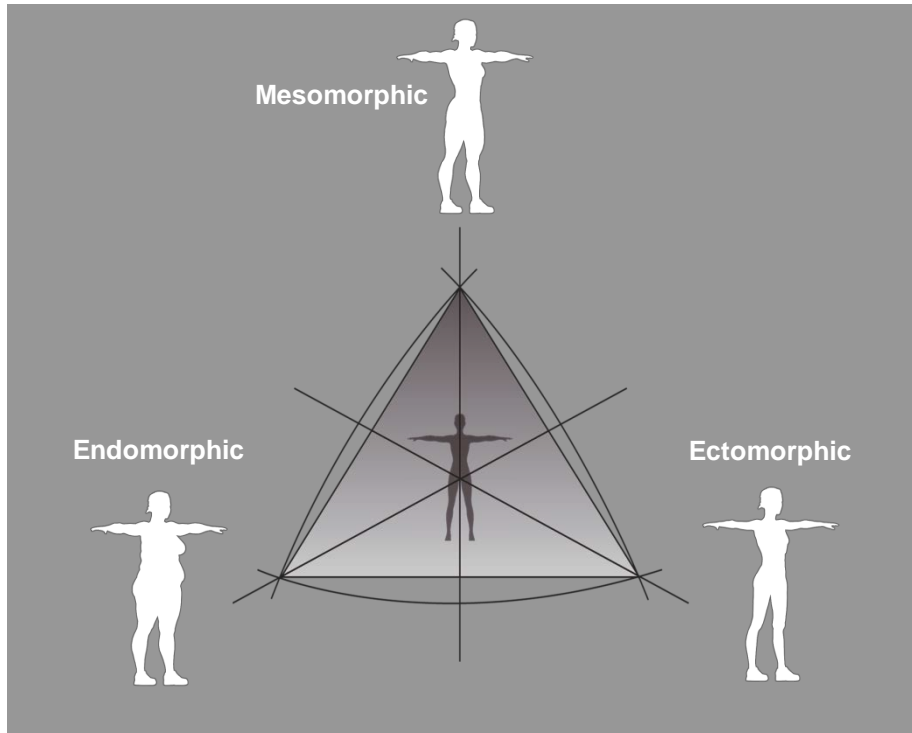


Fitness woman characters

(4 Morphologies/3 Ethnic Grp)

4 character morphologies (for Caucasian character): centrimorphic (average), endomorphic (fat), ectomorphic (thin), mesomorphic (athletic).



3 character ethnic groups: Caucasian, African, Asian

9 sets of tight clothes, 2 hair shapes, 3 hair colors, 7 facial expressions, 1 pair of pink dumbbells
Fully skinned and rigged

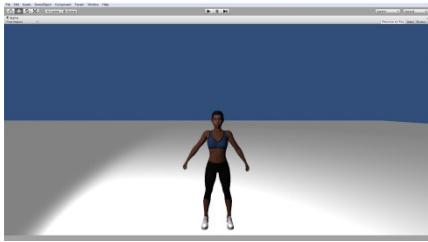
Note regarding blending: These models have been done so that they could be blend. You could have a character 1/4 ectomorphic 3/4 mesomorphic or an endomorphic African character. It worked well with Ogre Engine and At Once Technologies' Neova Engine. Unfortunately, at the moment, we haven't got the resources to make this package "blending friendly" with Unity. However, it could change if there is a big enough demand for this product.

Fitness woman characters

(4 Morphologies/3 Ethnic Grp)

Nomenclature and directories

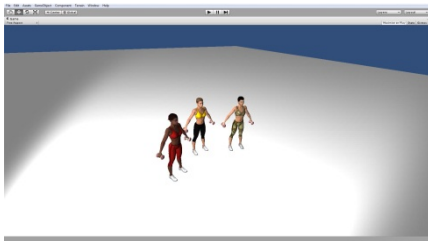
Assets root contains 9 scenes:



Scn_Showcase_African_Centrimorphic



Scn_Showcase_Asian_Centrimorphic



Scn_Showcase_Animations



Scn_Showcase_Caucasian_Centrimorphic



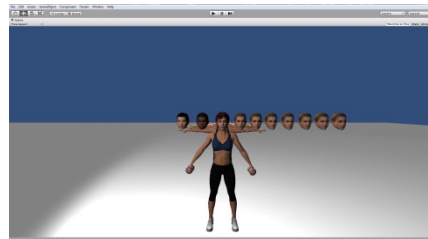
Scn_Showcase_Caucasian_Ectomorphic



Scn_Showcase_Caucasian_Endomorphic



Scn_Showcase_Caucasian_Mesomorphic



Scn_Showcase_Female_CharacterFull



Scn_Showcase_Caucasian_Clothes

Fitness woman characters

(4 Morphologies/3 Ethnic Grp)

Assets/3DMeshes contains all meshes, all materials and all textures

Assets/3DMeshes/Materials contains all materials

Assets/3DMeshes/Textures contains all textures

Texture names:

"TX_" + texture name

Texture name contains "FitnessStudioBoat_" for textures related to the fitness studio

Texture name contains "CHR_Woman_" for textures related to the character

Texture name contains "body" for textures related to character bodies

Texture name contains "head" for textures related to character heads

Texture name contains "clothes" for textures related to clothes

Texture name contains "hairs" for textures related to character hairs

Material names:

Material names share the same nomenclature than their corresponding texture.

Assets/Animations/Resources contains all animations

Fitness woman characters

(4 Morphologies/3 Ethnic Grp)

Assets/Scripts contains:

- **C# script**, maxCamera, allowing a 3DS Max like interface/camera (used in all scenes)
 - Wheel:** Zoom back and forth
 - Middle button + Mouse move:** Pan
 - Alt + Middle button + Mouse move:** Rotate view
- **Runtime Unity script** CycleAnimation, playing all associated animations sequentially (used in Scn_Showcase_Animations)