

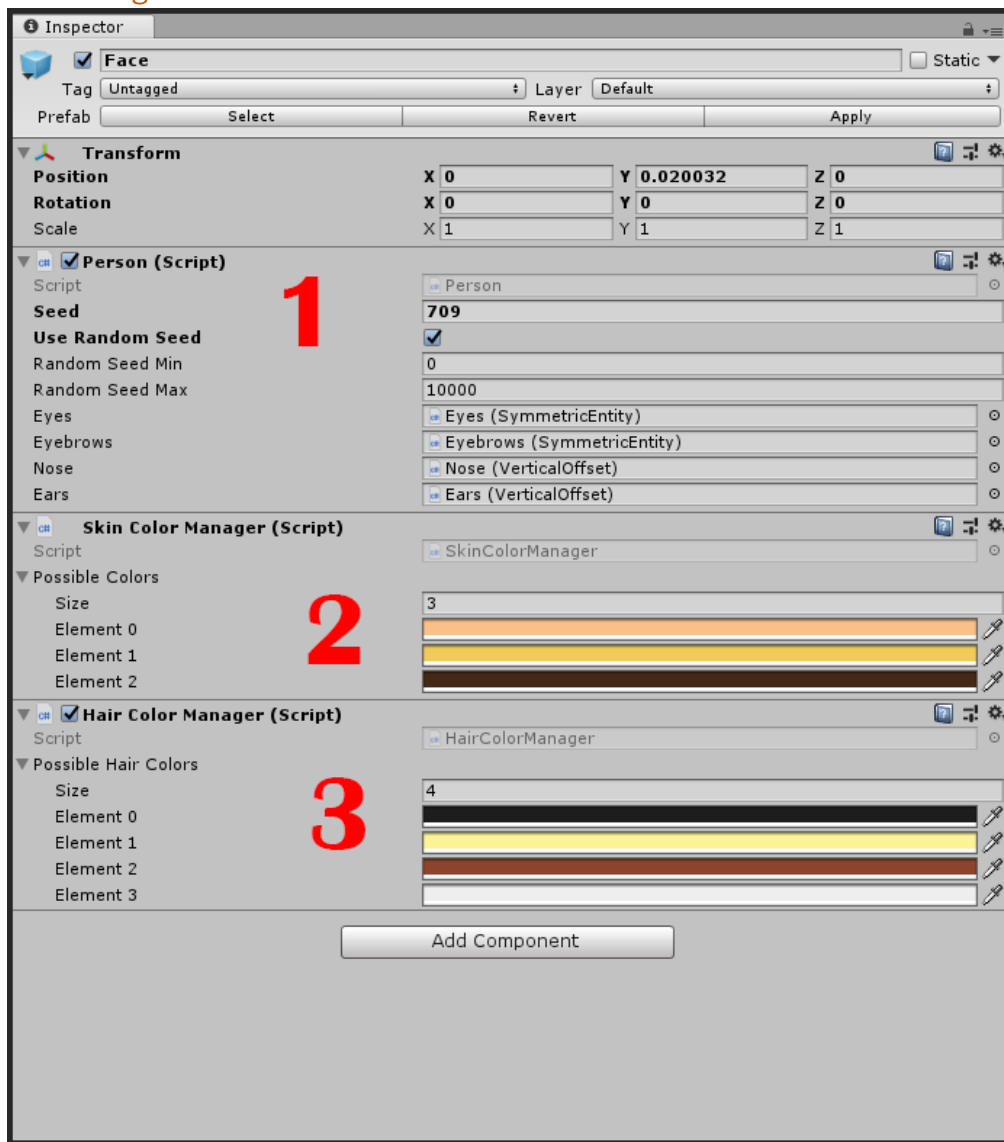
Instructions

Pixel art Face Generator

Getting Started

To get started simply drag and drop the Human prefab into the scene. Human prefab is located under Prefabs folder.

Tweaking



Area 1 (Marked with red number one in the picture above)

Here you can set the seed that is used when generating the random face. Same seed will always result in the same face. You can also decide to use a random seed by enabling “Use Random Seed”. Minimum and Maximum possible range for the random seed can be set here using the “Random Seed Min” and “Random Seed Max”. Slots named “Eyes”, “Eyebrows”, “Nose” and “Ears” link to those body parts inside the prefab. It is not recommended to change these unless you know what you are doing.

Area 2 (Marked with red number two in the picture above)

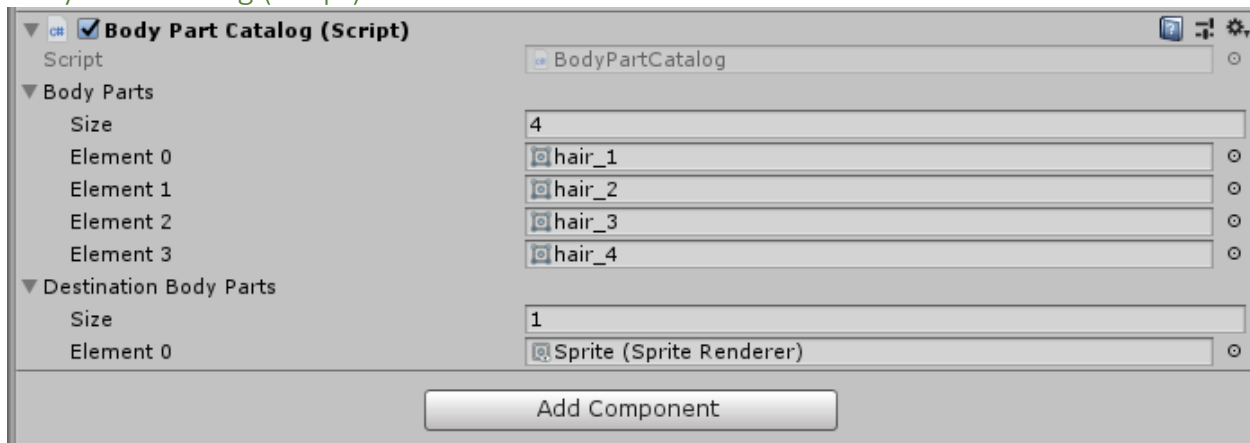
Here you can add and remove possible skin colors. When randomized one of these colors will be automatically picked as the skin tone of the character.

Area 3 (Marked with red number three in the picture above)

This works the same way as the skin color. One of the colors assigned here will be chosen as the color of the hair of the person.

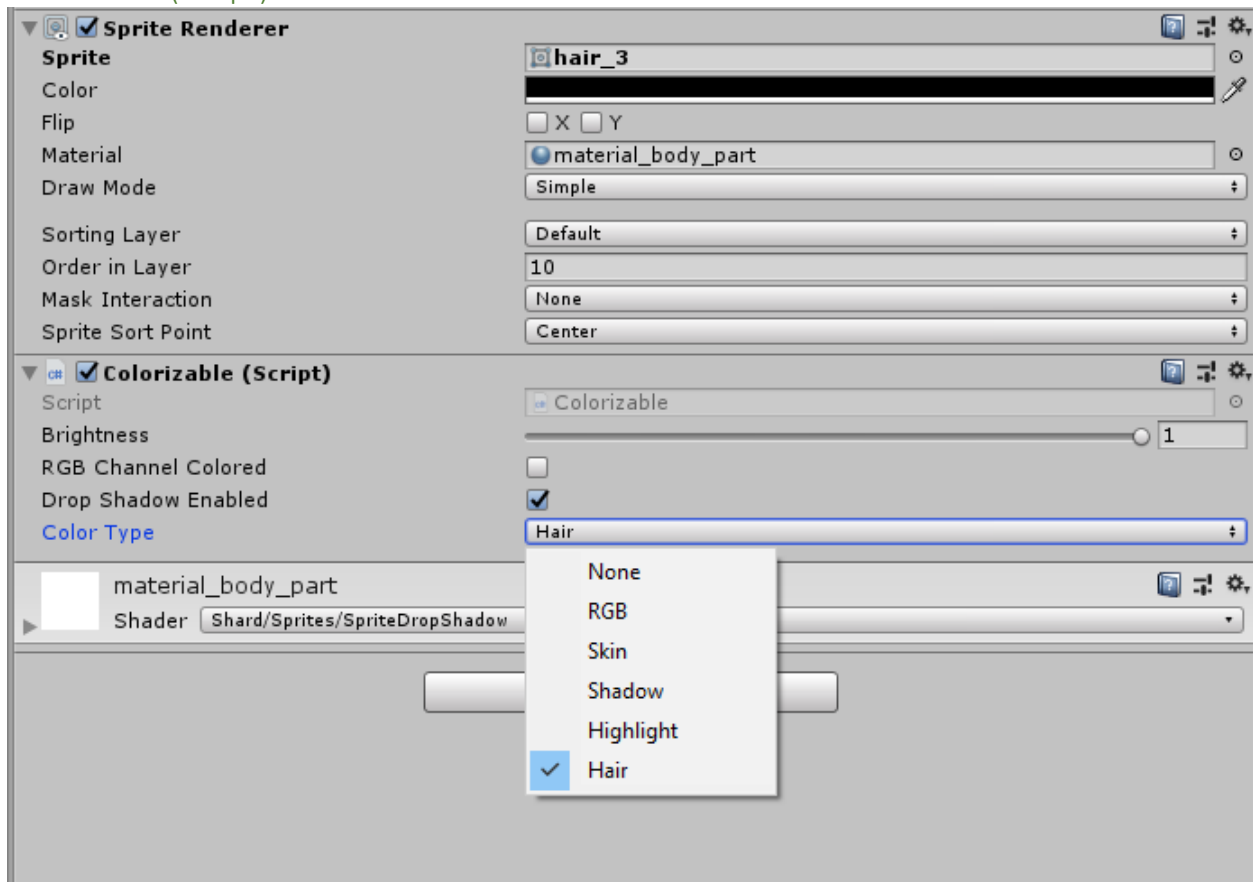
Scripts attached to body parts

Body Part Catalog (Script)



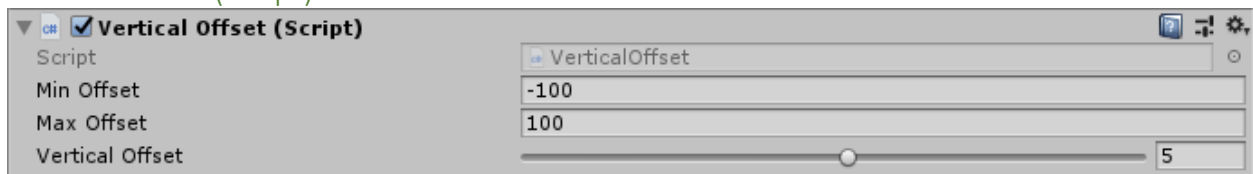
This script can be added to object that can have multiple sprites. For example, if you have more hair sprites you can add them here to add variety. This same script can be found on most of the body parts. This script has a destination body part where you can specify the object that has the sprite renderer for that element. This means that this script can be on any object.

Colorizable (Script)



This script uses a shader to set the color of the body part. This script needs to be placed into the same object that has the Sprite Renderer. Assigning a Color Type here makes the object fetch the correct color from the manager. For example, setting the Color Type to Hair, only colors defined in Hair Color Manager can be applied to this. Ticking “Drop Shadow Enabled” makes the object cast a shadow. Useful for body parts that cast downward shadows, like eyebrows and nose. When “RGB Channel Colored” is ticked, the sprite renderer expects a sprite that has only 3 colors: Red, Green and Blue. This is used to add highlights and shadows to skin.

Vertical Offset (Script)



Add this script to body parts that you want to have a random vertical offset. For example adding this to eyes will make them be at different heights when randomly generated.