



Toon babies is a Unity package.

## Content:

### Models

2 characters.

Each one contains all the cloth and hair elements to create multiple variants.

### Animations

99 animation files, included in place and root motion versions when needed.

### Textures

33 textures, diffuse, normal and emission.

### Materials

33 standar shaded materials.

### Prefabs

2 **prefabmakers**, they use the script:

*TBabyPrefabMaker*

for you to costumize the characters in the editor.

1 **player**, used in the demoscene.

Place it wherever you want to have a baby walking around.

### Scripts

**Playanimation.** Assigned to any character with the animation cotroller TBallanimations will allow you to make them play any animation by name.

**TB3DController** used in the demoscene.

### TBabyPrefabMaker

Is used by the prefabs prefabmakers and allow you to costumize them in the editor.

### Scenes

**Animations and Blendshapes:** a visual way to test the characters.

**Demoscene:** example of the characters controlled by you. A way to test the animations.

**Examples:** many combinations playing animations.

**Prefabmakers:** the prefabmakers ready to be costumized.

For any question or suggestion please  
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