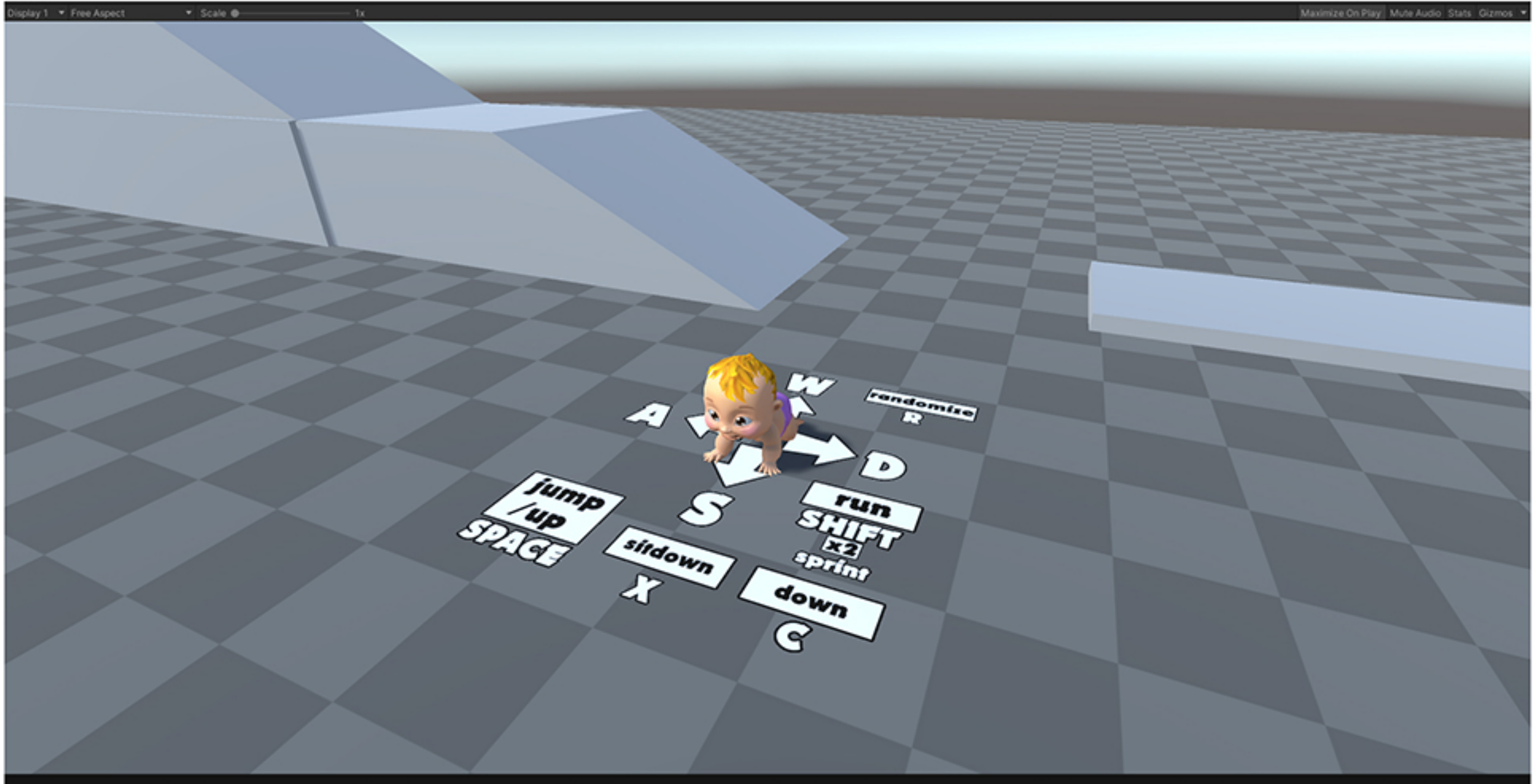


Demoscene.

This a scene used to test some animations.



In this scene you will find an empty object named Player with the component TB3DController (you can find it in the scripts folder)

You can control him using:

W	move forward
S	move backwards
A	move left
D	move right
space	jump or stand up when crawling
shift	run
shift x 2	sprint
c	crawl/lie
x	sitdown
r	randomize character
o	reset player position

Player instantiates one of the two prefabmakers prefabs.
The character will use an animation controller: *ToonBaby3D*
(in the scripts folder)

Any doubts? Please write me on my email address: jbgarraza@jb3d.es