

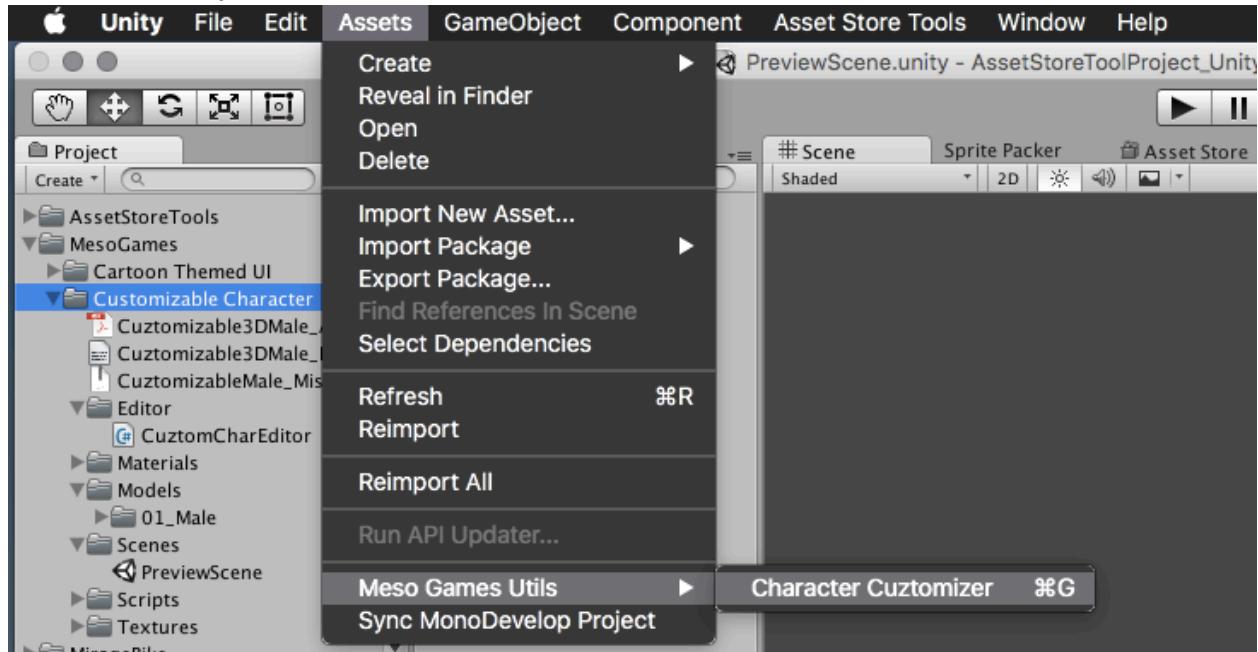
# MESOCYCLONE™ M S T U D I O S E

## HOW-TO GUIDELINE

We've made it easy for you to create your customized male character using our base model with presets thru the use of our "Cuztomizer" Unity Editor Tool, and just the same is easy to use and navigate.

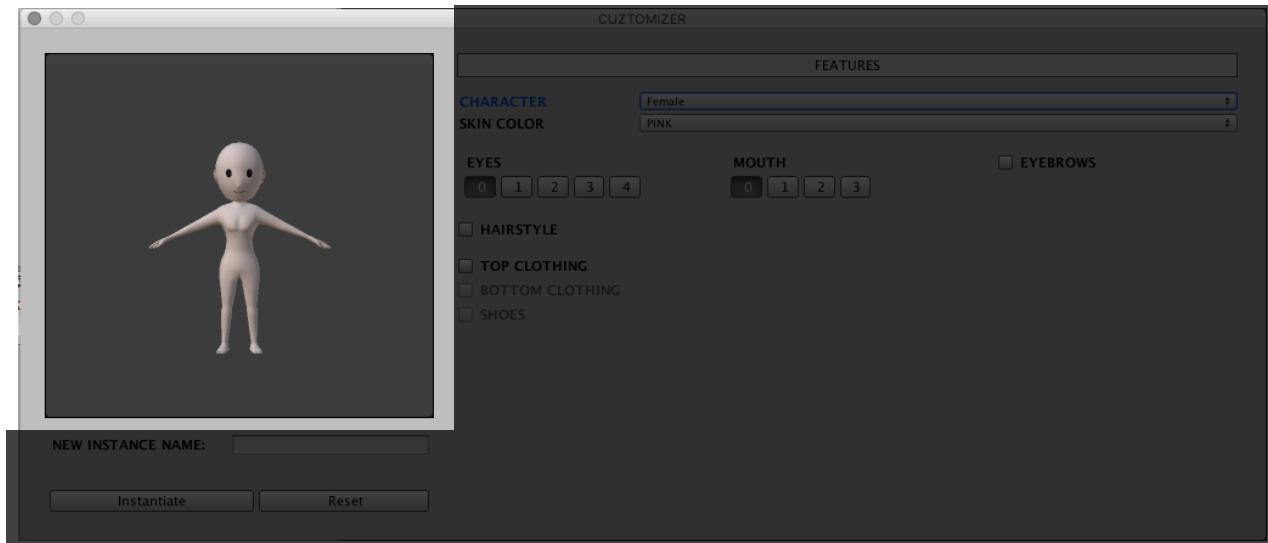
- **Opening the "Customizer" editor window**

Navigate to *Assets > Meso Games Utils > Character Cuztomizer*  
or, use the keyboard shortcut [**⌘+G**] on Mac, or [**Ctrl+G**] on Windows

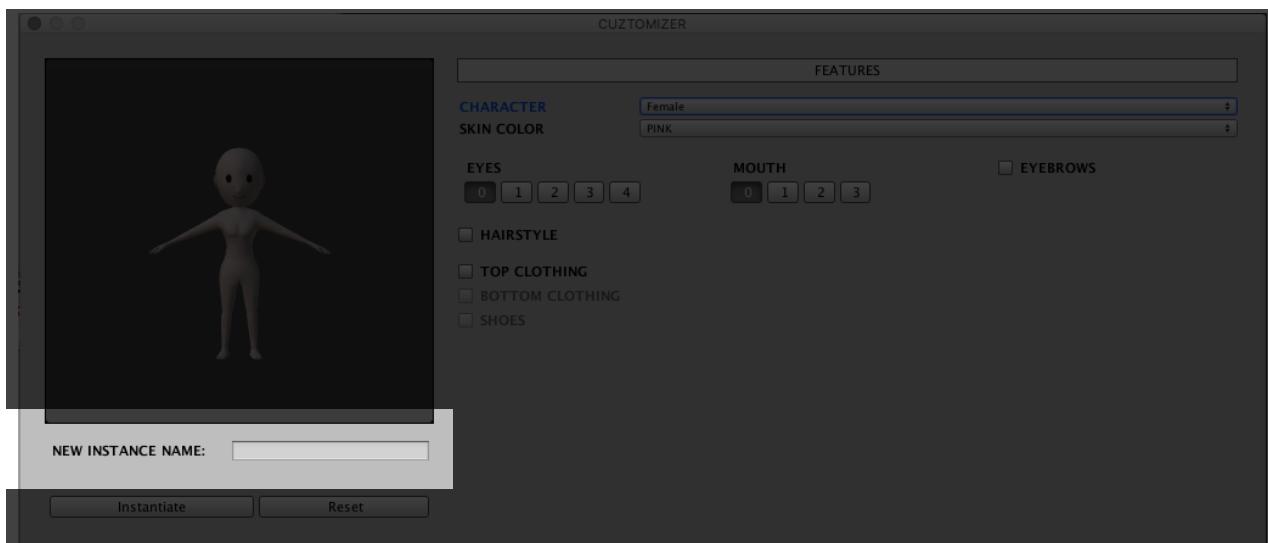


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- **Cuztomizer Window's 3D Model Preview pane** allows you to have a 360Click-and-drag on the preview pane to rotate the 3D model. Drag inside the preview box to rotate the character.

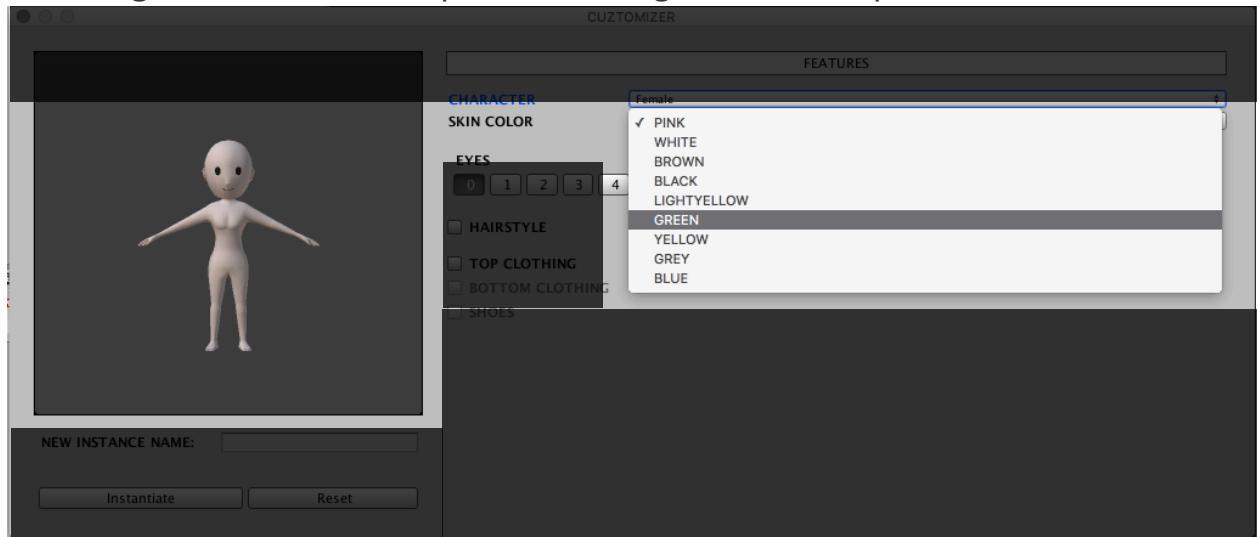


- **Name your custom model** by filling-out the '*New instance name*' field. Otherwise, when left blank the created instance will be named as by the body preset selected.

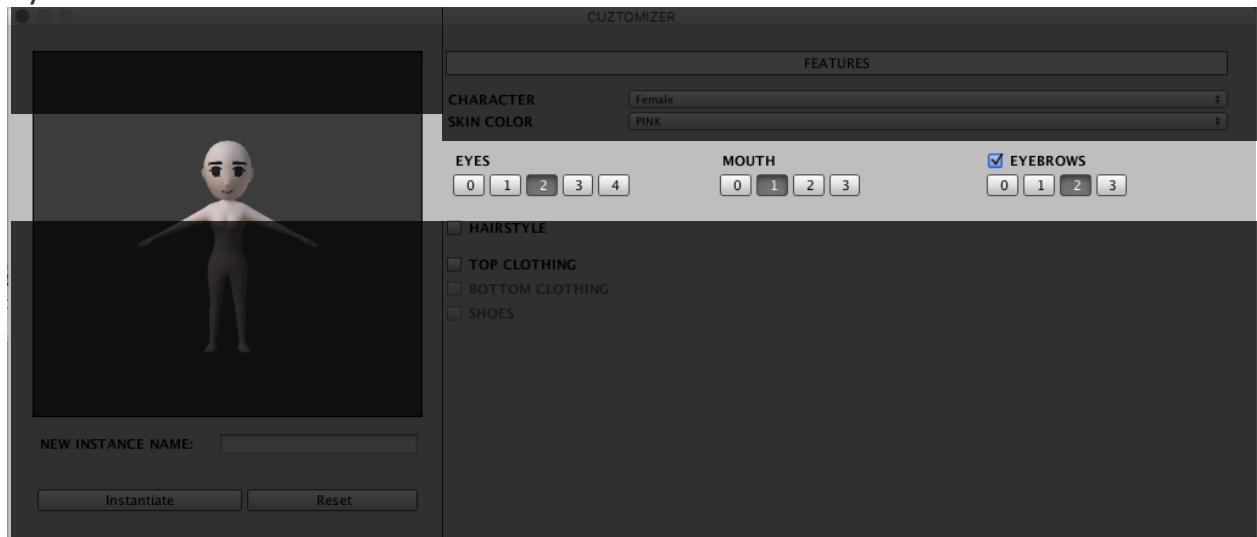


# MESOCYCLONE™ M STUDIO

- Choosing skin color is as simple as selecting from the drop-down list.

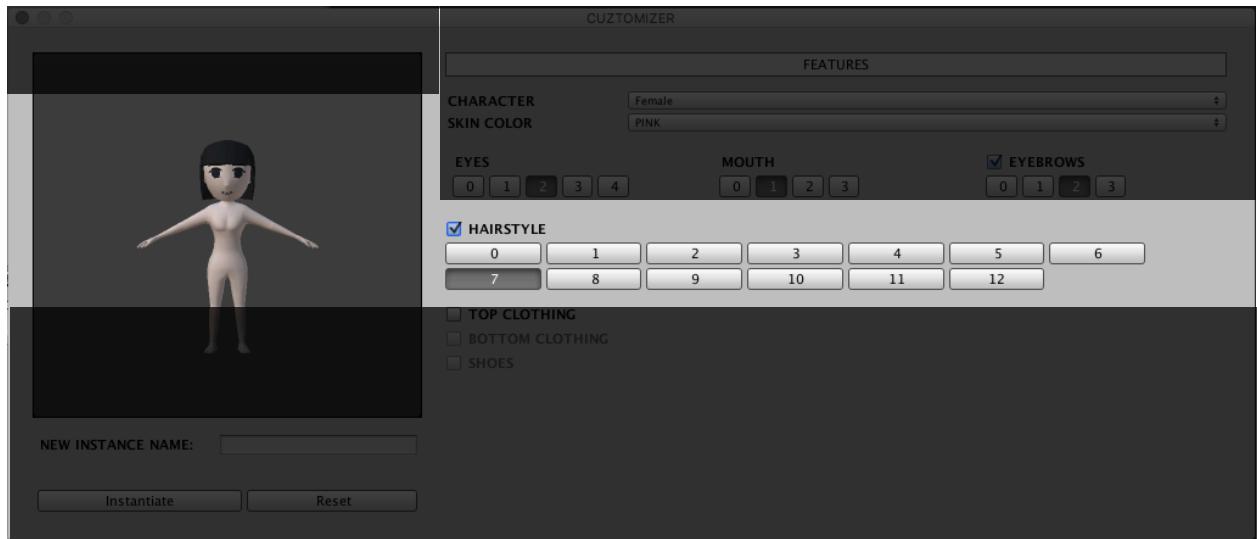


- Setting the facial features are simply customizable by ticking on an item number to select which feature preset you prefer for the Eyes, Mouth, and Eyebrows.



# MESOCYCLONE™ M S T U D I O S

- **Add and select a hairstyle** by ticking on the checkbox and clicking on the number of the desired hairdo preset. When you don't want it to have a hair, you can also make him completely bald or with a thin layer of skin-head.



- **Dressing up** your Female character can be done by setting the slider values of the Top Clothing, Bottom Clothing and Shoes fields. But you have the option of giving it a top only, a top and bottom, a complete ensemble. Note that with using the "Cuztomizer" Editor Tool, we've limited it to only allow adding Shoes if you've selected and enabled Bottom Clothing (because it just looks completely odd otherwise! 😊)

