

MESOCYCLONE™ STUDIOS

OVERVIEW

This utility asset package will give a suitable range of Cartoon Male Character variations that you can customize yourself.

Our customizable 3D Model Asset Package, starring a Cartoon Male Character, which includes several permutations of present body parts, face, hair, and clothing combinations that you can specify to your liking and tweak as needed.

We've included our "Customizer" Unity Editor Tool where you are presented with simple controls to select, set, and create the custom male character with the look that you want.

FEATURES

With the "**Cuztomizer**" Unity Editor Tool, you will be able to:

- a. Mix-and-match facial feature, hairstyle and clothing
- b. Create an instance of the model GameObject in your scene, automatically excluding the model components that you no longer needed
- c. Automatic assignment of animator controllers onto the model object that requires specific controllers which respectively handles animating the body movements and facial expressions

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The Male 3D Model comes with the following presets:

- 15 Body
 - for different clothing and/or body part attachments
- 4 Eyebrows presets
 - to accentuate the face
- 6 Eyes presets
 - that mainly helps in conveying facial emotions
- 16 Hairs presets
 - that are hairdos with attitudes and 2 scalp types if you want your character completely bald or with a slight skin-head
- 4 Mouths presets
 - that adds in conveying facial emotions
- 10 Bottom Clothing presets
 - if you want a bit formal, casual, or laid-back
- 19 Top Clothing presets
 - with the basics, casuals, or formals, that you can pair with any bottoms
- 15 Footwear presets
 - to complete your character's ensemble
- 32 Animation presets
 - with the common movements and reactions that you may need in your games