

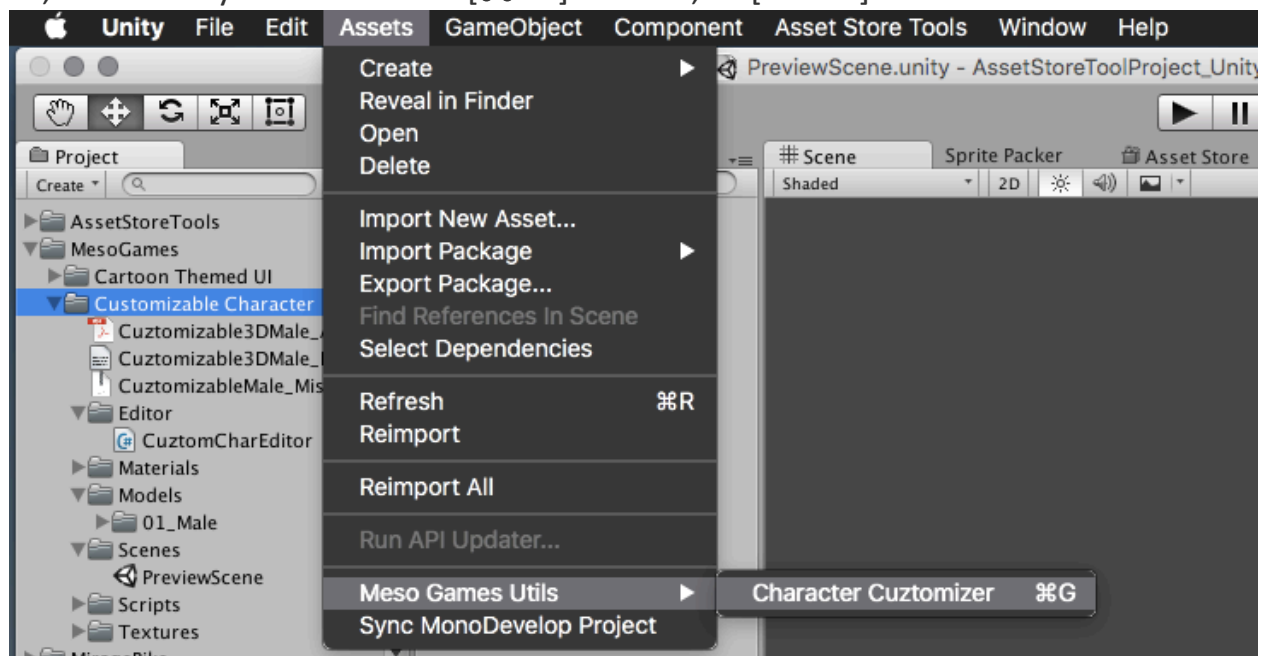
MESOCYCLONE™ STUDIOS

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

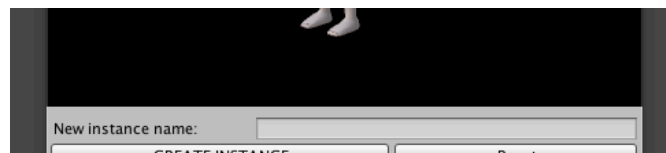


MESOCYCLONE™ STUDIOS

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



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

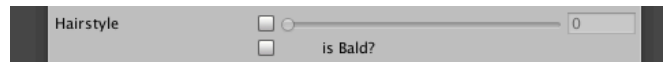


- **Choosing skin color** is as simple as clicking on a button to set the skin color you want.



MESOCYCLONE™ STUDIOS

- **Add and select a hairstyle** by ticking on the checkbox and adjusting the slider to your 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.



- **Setting the facial features** are simply customizable by changing the slider values for the Eyebrows, Eyes, and Mouth fields.



- **Dressing up** your Male 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 “Customizer” 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! 😊)

