3D Character Model Specifications

Only describe variant or different properties

|  |  |  |  |
| --- | --- | --- | --- |
| **Primary Reference** | **Title** | **Value** | **Description** |
|  | Complexion | Fair |  |
| Ethnicity | European / American |  |
| Height | 5 ft 4 in |  |
| Clothing | White shirt folded and black jeans |  |
| Hairs | Stylized | brown |
| Beard | light |  |
| Knife, | Large and short |  |
| Chief | apron |  |
| **Technical Details** | | |
| Poly count |  |  |
| Tool | Blender,Maya | 2.7 |
| Export format | .fbx |  |
| Rigged |  |  |
| **Secondary Facial References** | | | |
| |  |  |  |  | | --- | --- | --- | --- | |  |  |  |  | | | | |
| Other Instructions | | | |
| Texture should be realistic.  Character will be used for Unity software.  Character should be animated like she throw the coin, throw coin through hand animation just.  model and resource are Desktop and mobile ready and textures and UI tiny png.  model, texture , rigging and coin toss up the wall animation | | | |