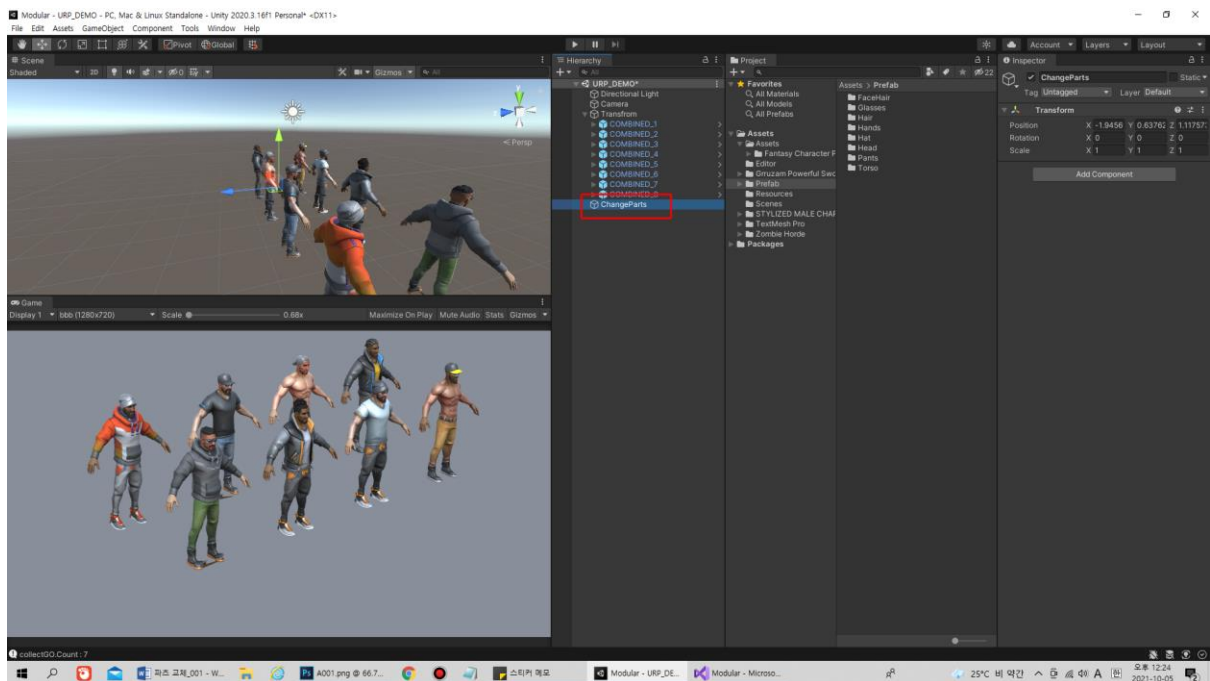
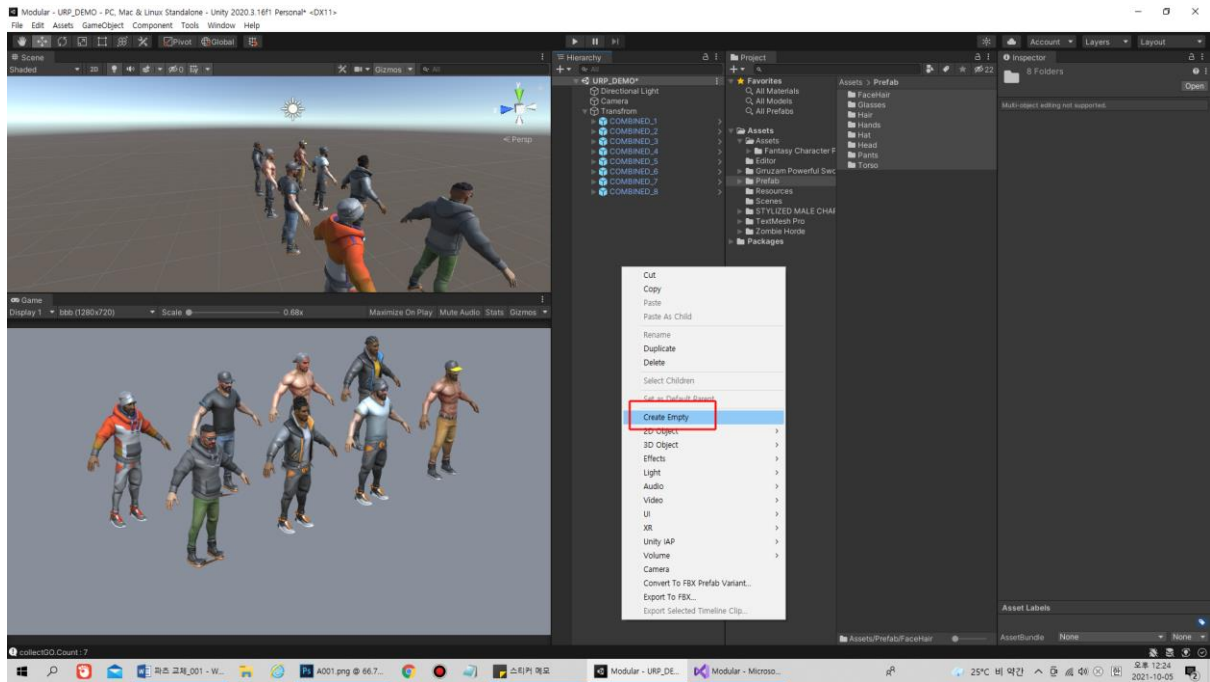


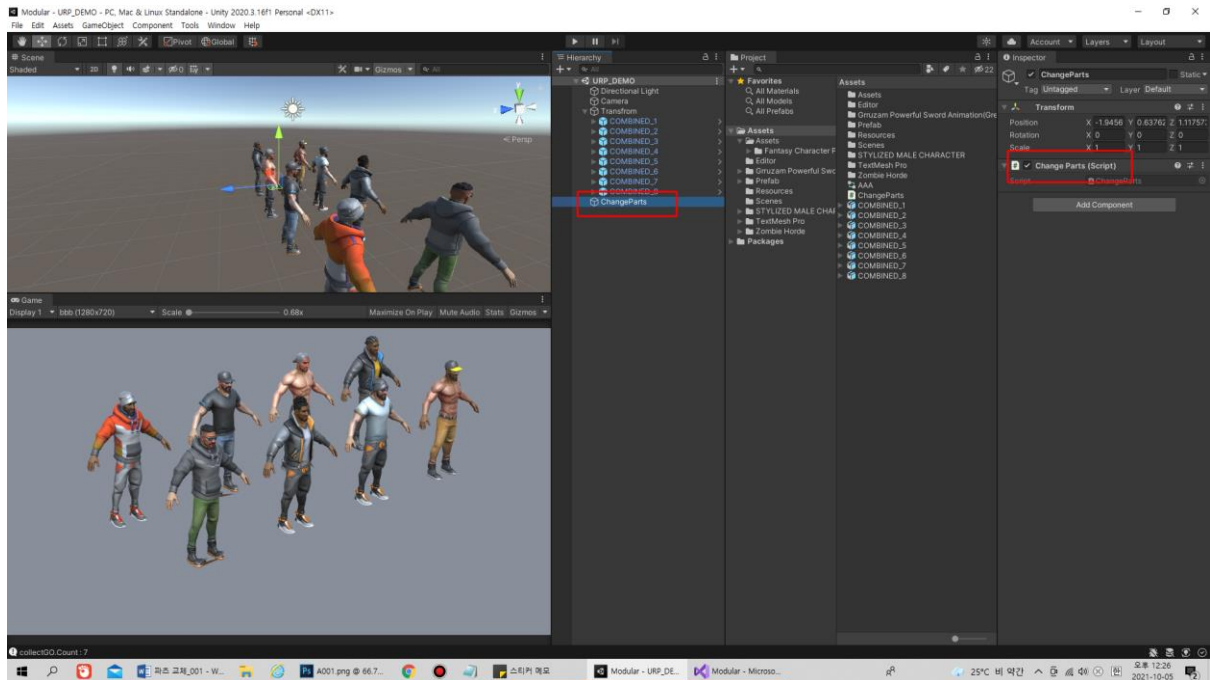
The screenshot displays the Unity 2020.1.6f1 development environment. The main viewport shows a 3D scene with several characters in a game environment. The Hierarchy panel on the left lists the scene's objects, including 'URP DEMO', 'Directional Light', 'Camera', and various 'COMBINED' assets. The Project panel on the right shows a list of assets, with a red box highlighting the 'Assets' folder and its contents, including 'Assets', 'Scripts', 'Prefabs', 'Scenes', 'TextMesh Pro', 'Zombie Horde', and 'Packages'. The Inspector panel on the far right shows the 'Text Script Importer' settings. The bottom status bar indicates the scene is in 'Play' mode and the frame rate is 60 FPS.

[illegible]

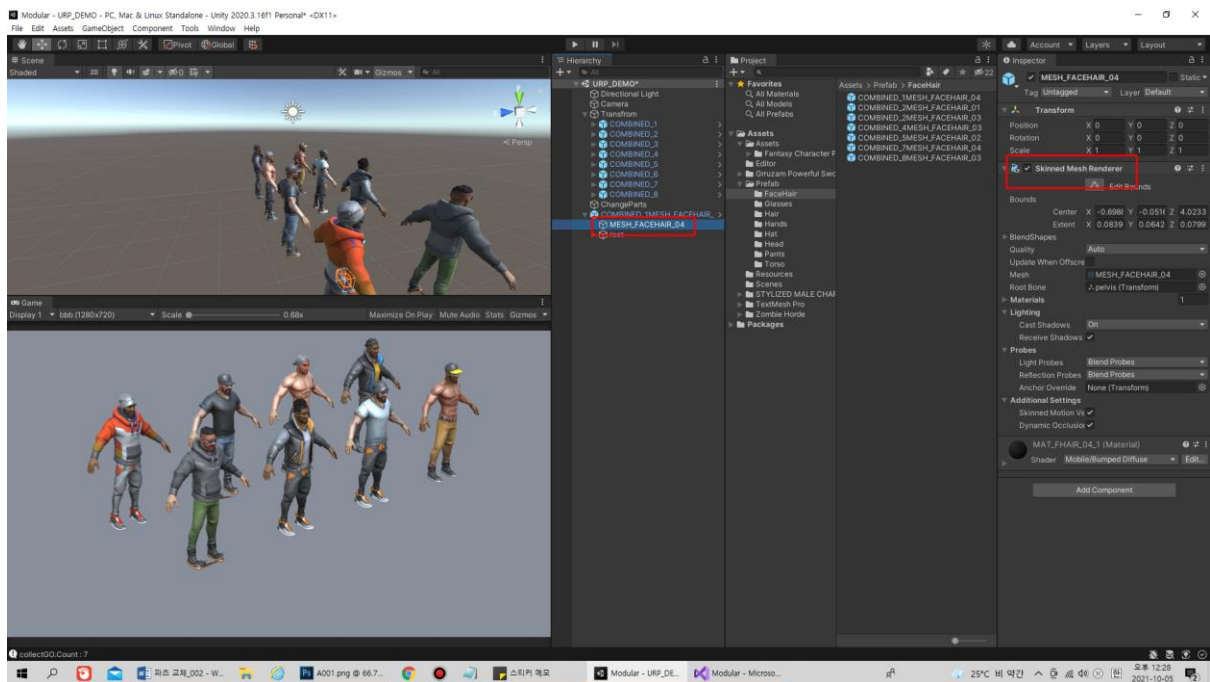
ChangeParts라는 이름으로 오브젝트를 만들어 줍니다.



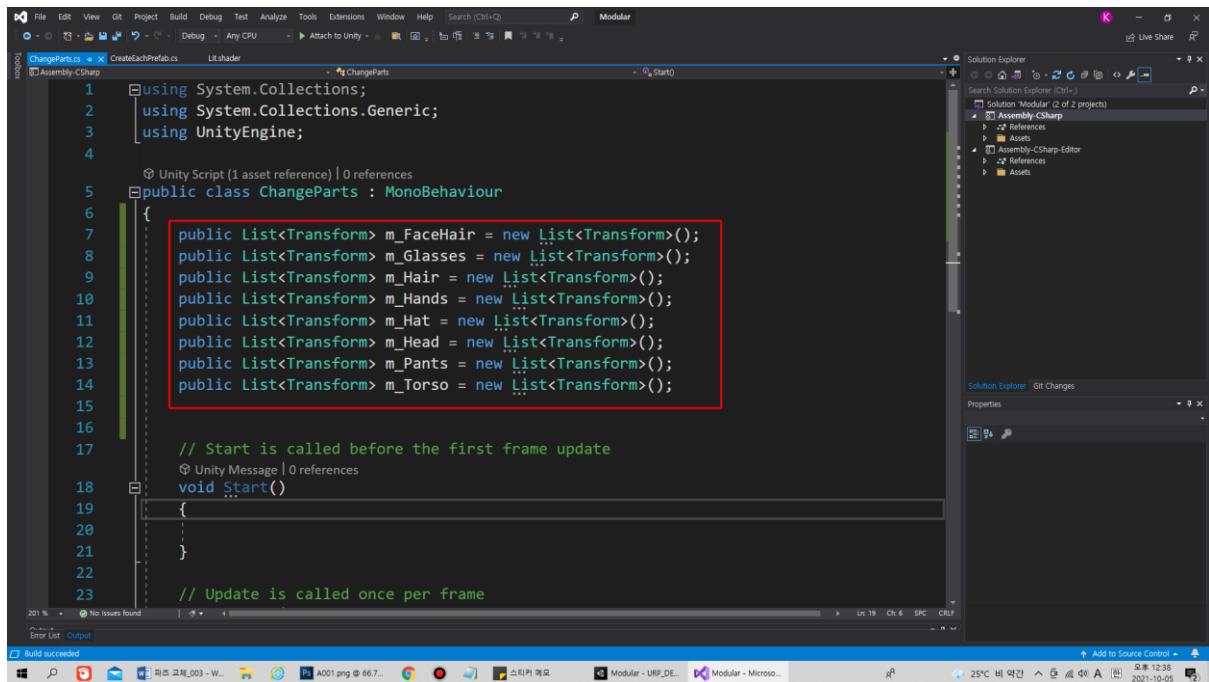
ChangeParts라는 스크립트를 만들어 주고 ChangeParts게임오브젝트에 컴포넌트로 등록해 줍니다.



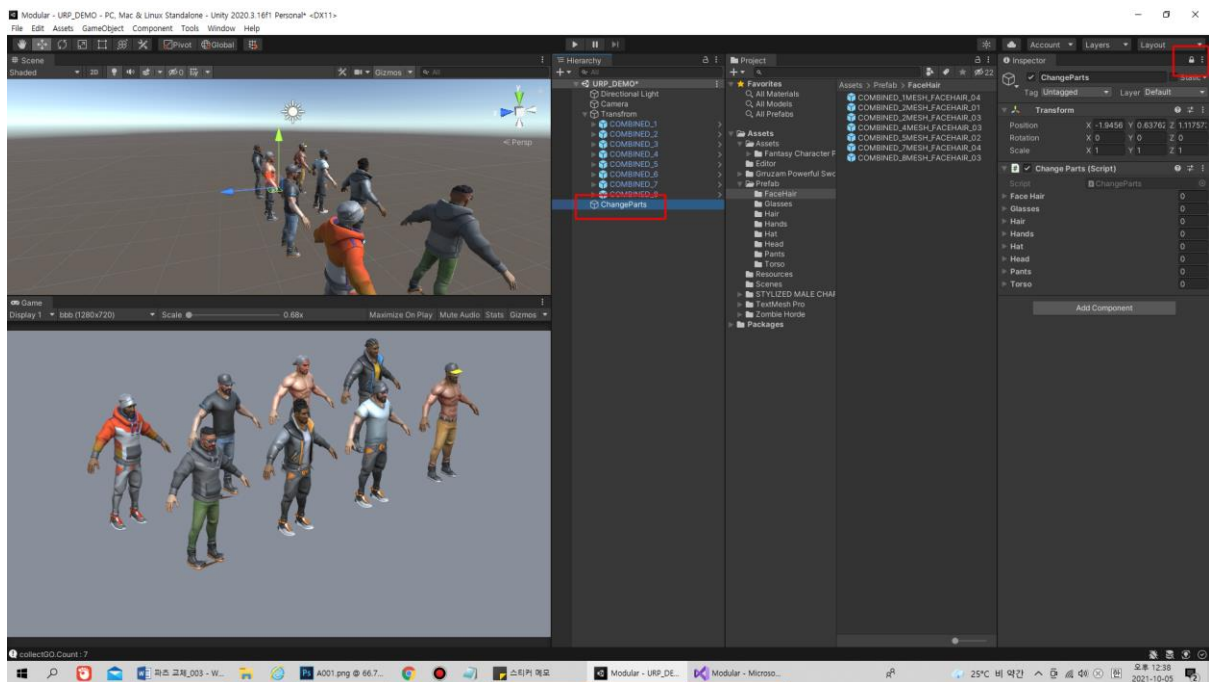
파트의 타입은 SkinnedMeshRenderer입니다.

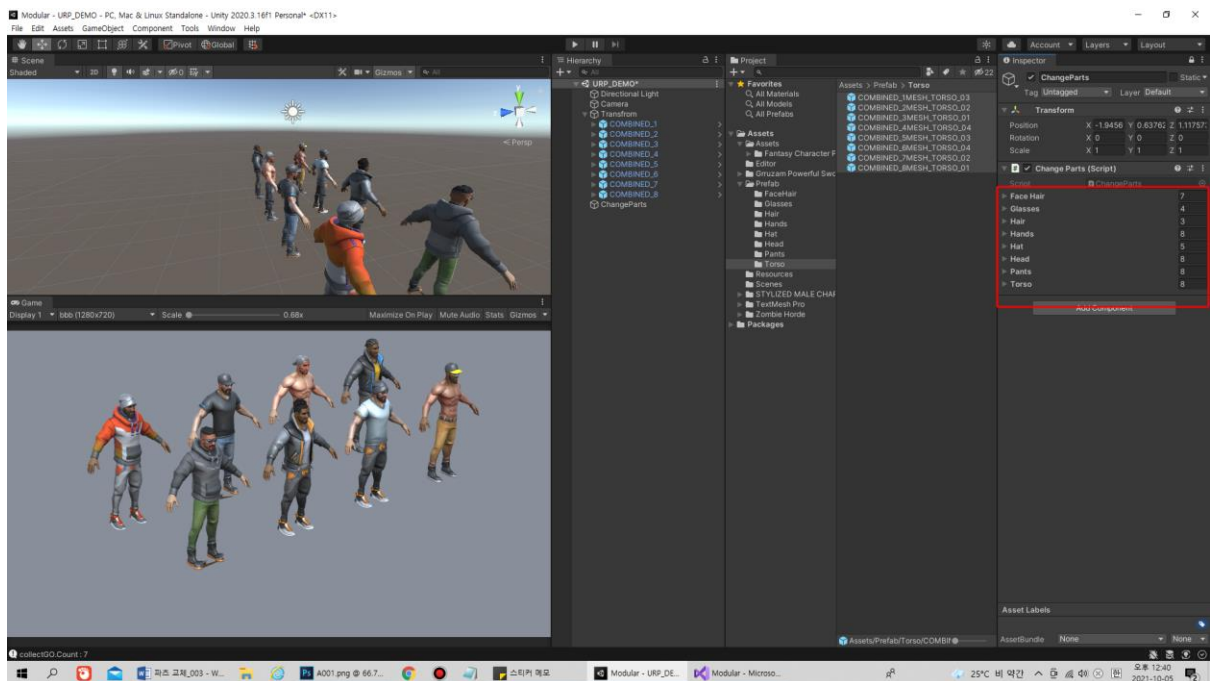
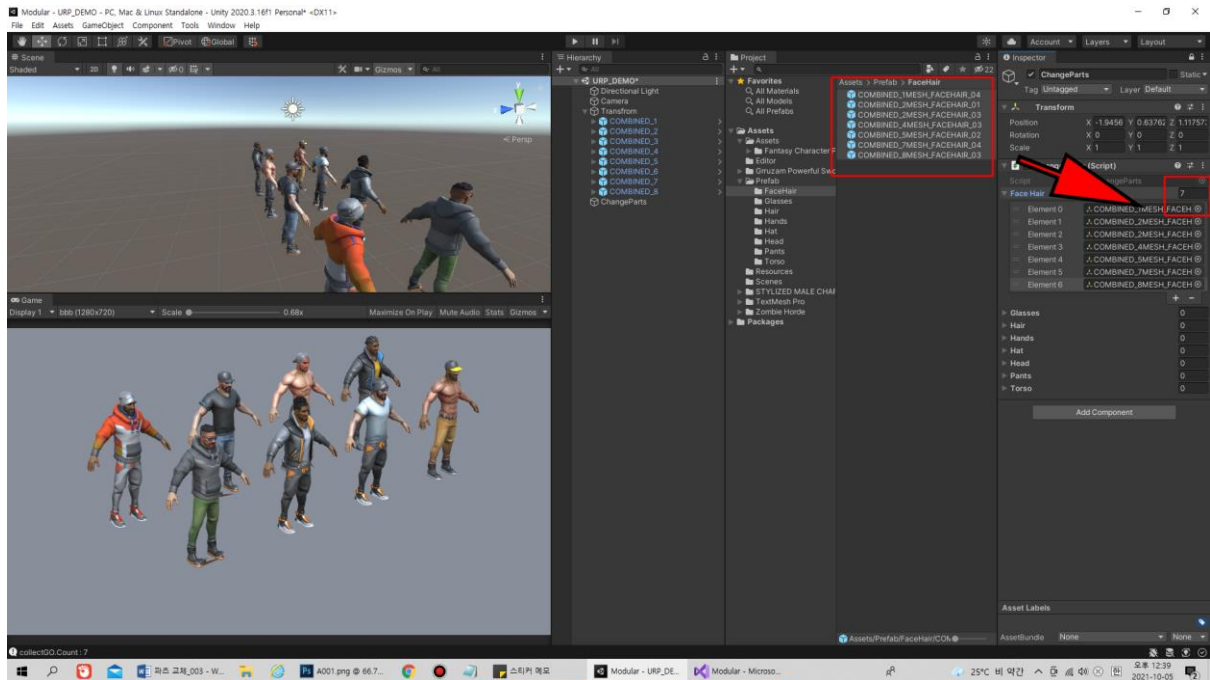


각각의 파트들을 저장해 둘 리스트를 만들어 줍니다.

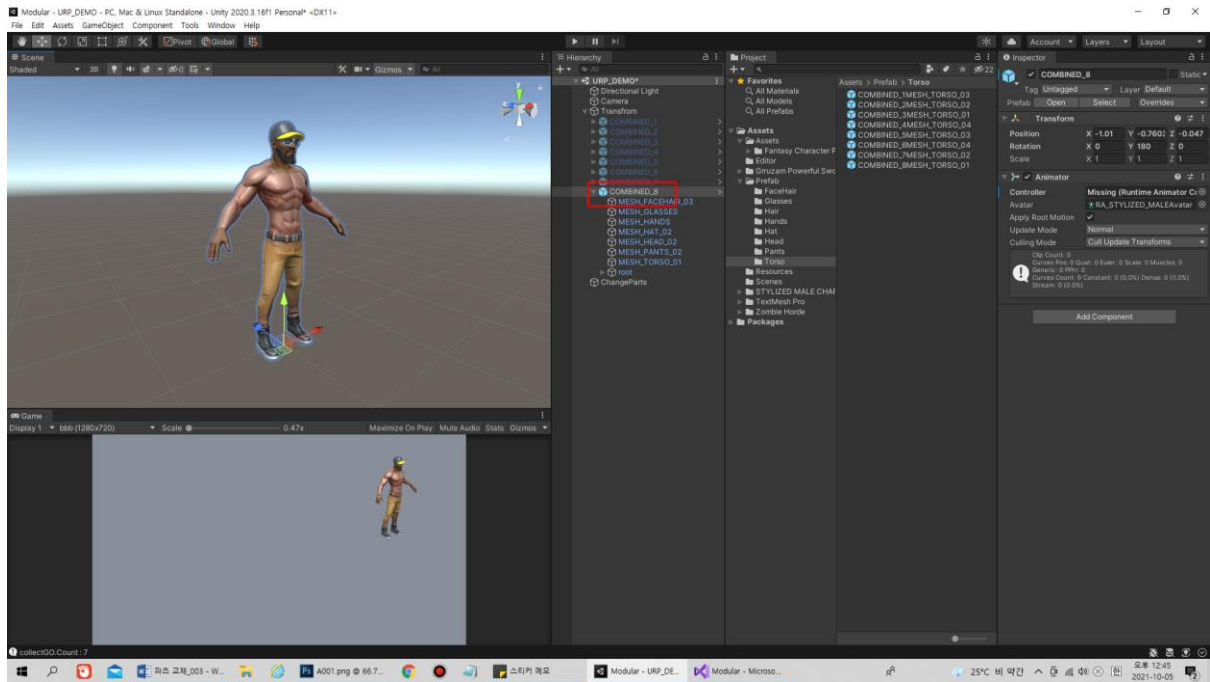


각각의 파트들을 리스트에 적용해 줍니다.

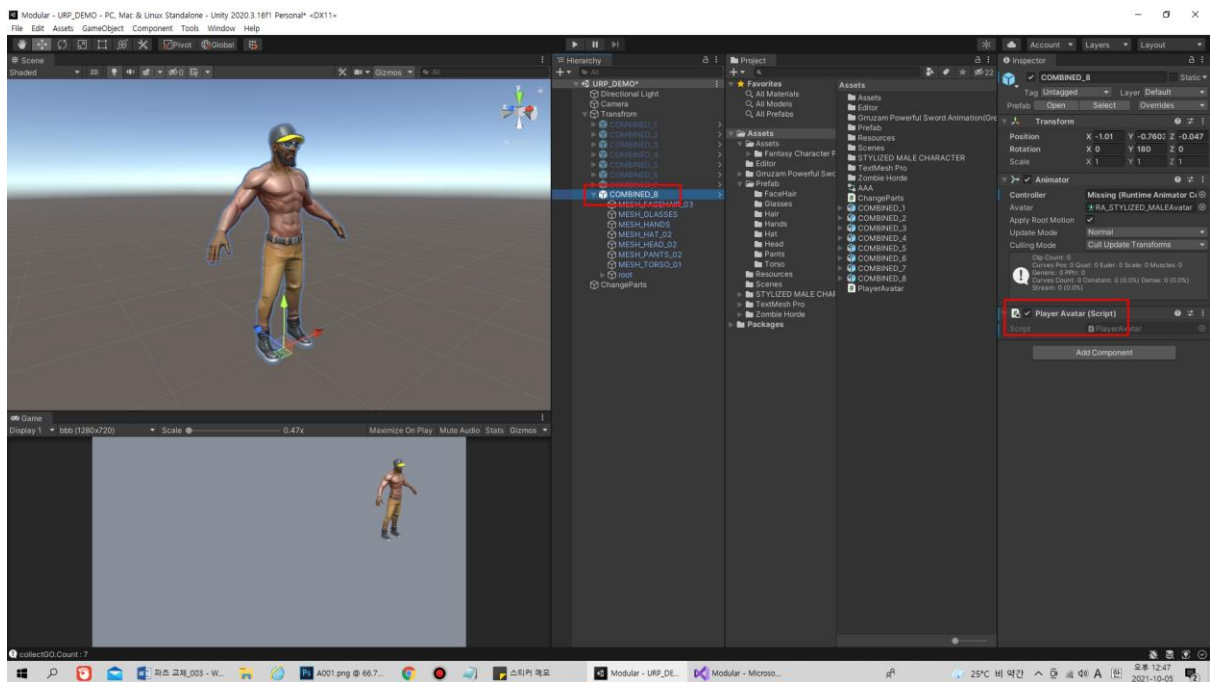




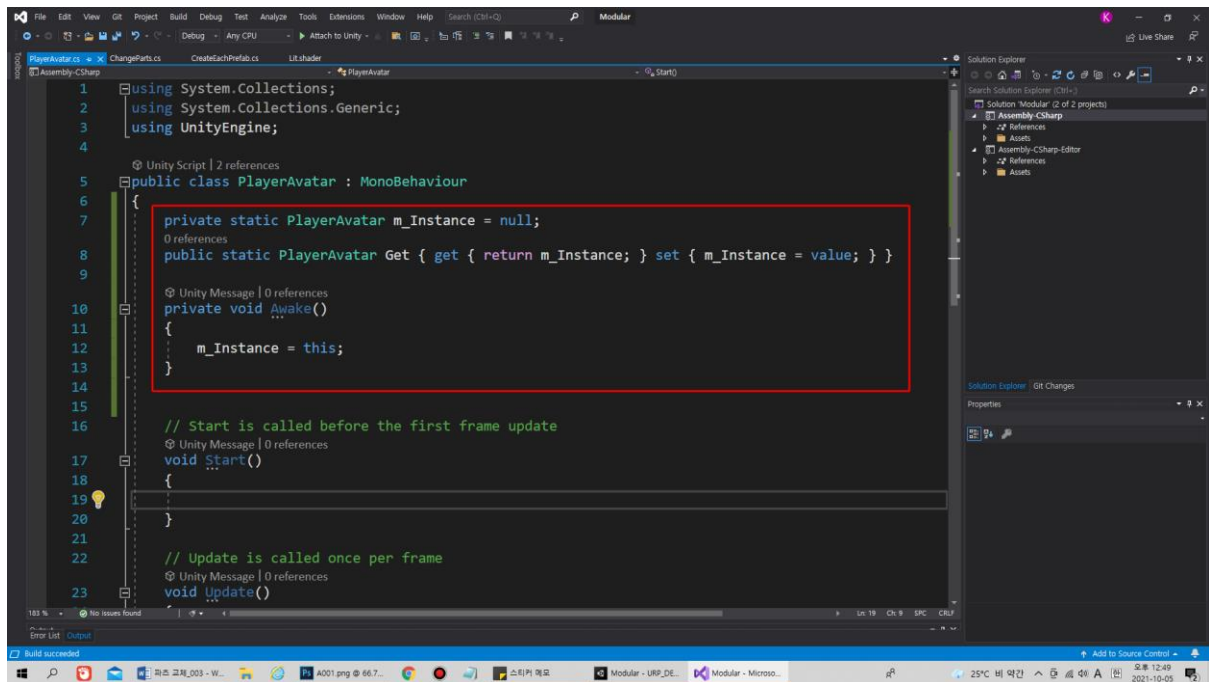
파츠를 다 가지고 있는 캐릭터가 필요합니다. Hair의 경우 없는 캐릭터들이 있어서 스킵하도록 합니다. COMBINED_8캐릭터를 사용하기로 합니다.



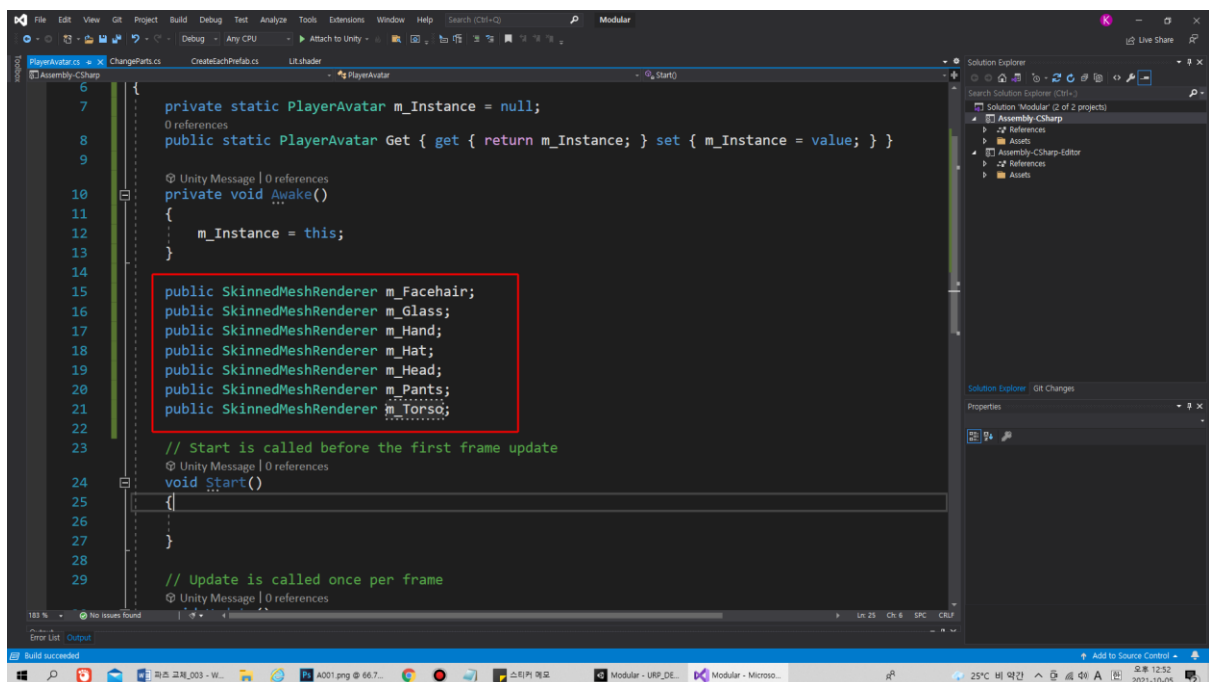
PlayerAvatar라는 스크립트를 만들고 캐릭터에 컴포넌트로 등록해 줍니다.



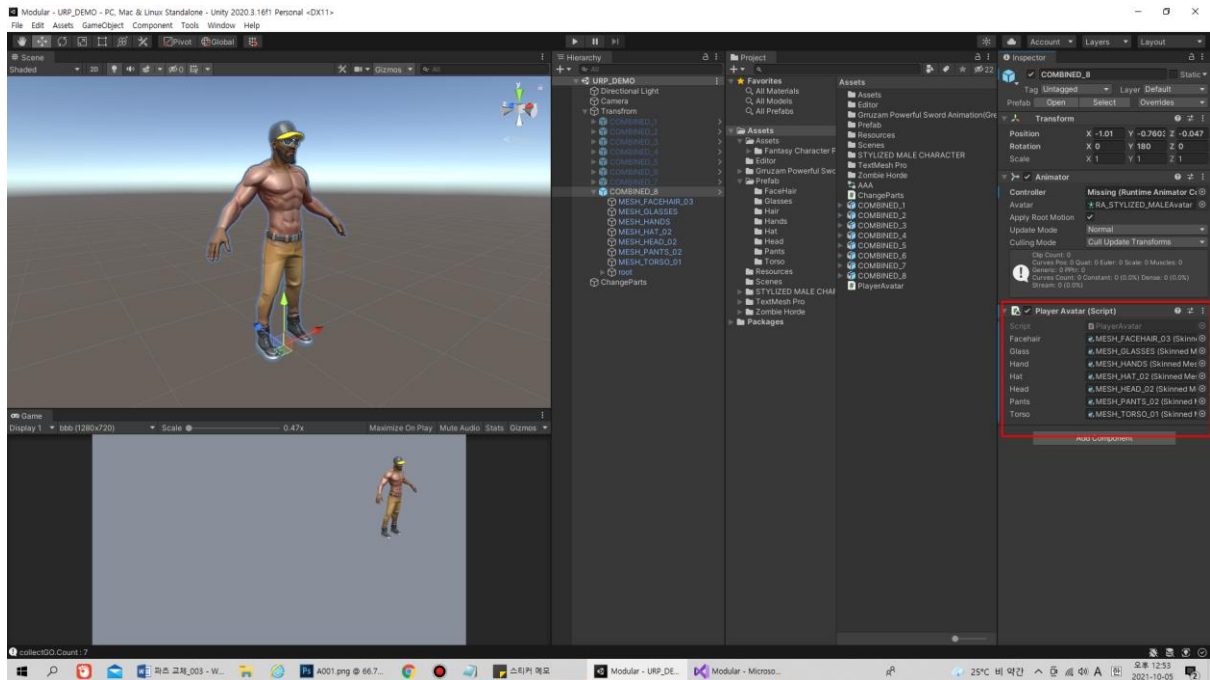
스크립트를 열고 찾기 쉽도록 Static으로 만들어 줍니다.



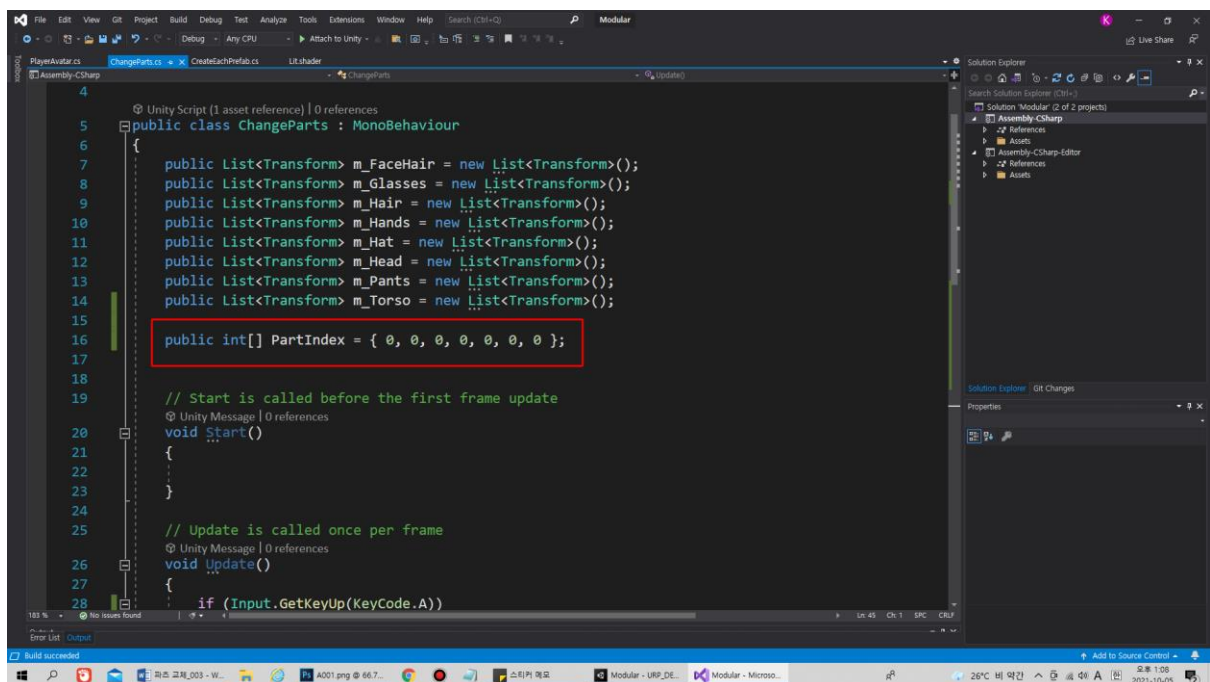
각 파트들을 저장할 변수를 만들어 줍니다. 파트들은 SkinnedMeshRenderer입니다.

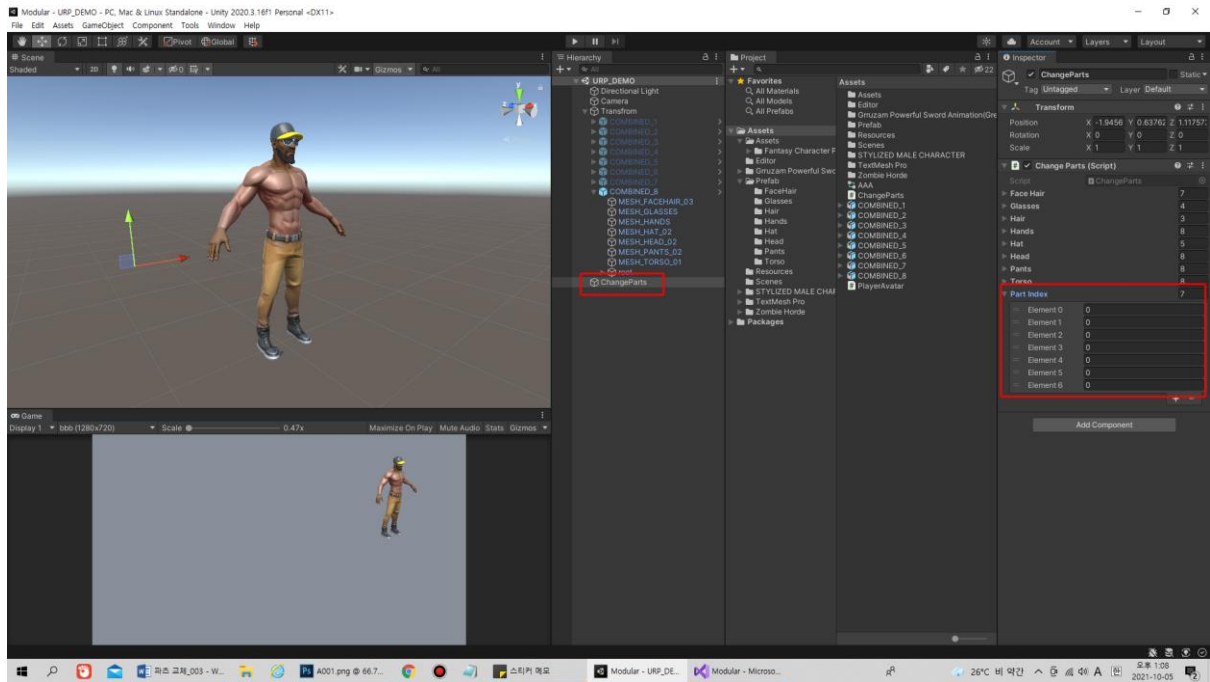


인스펙터에서 적용해 주도록 합니다.

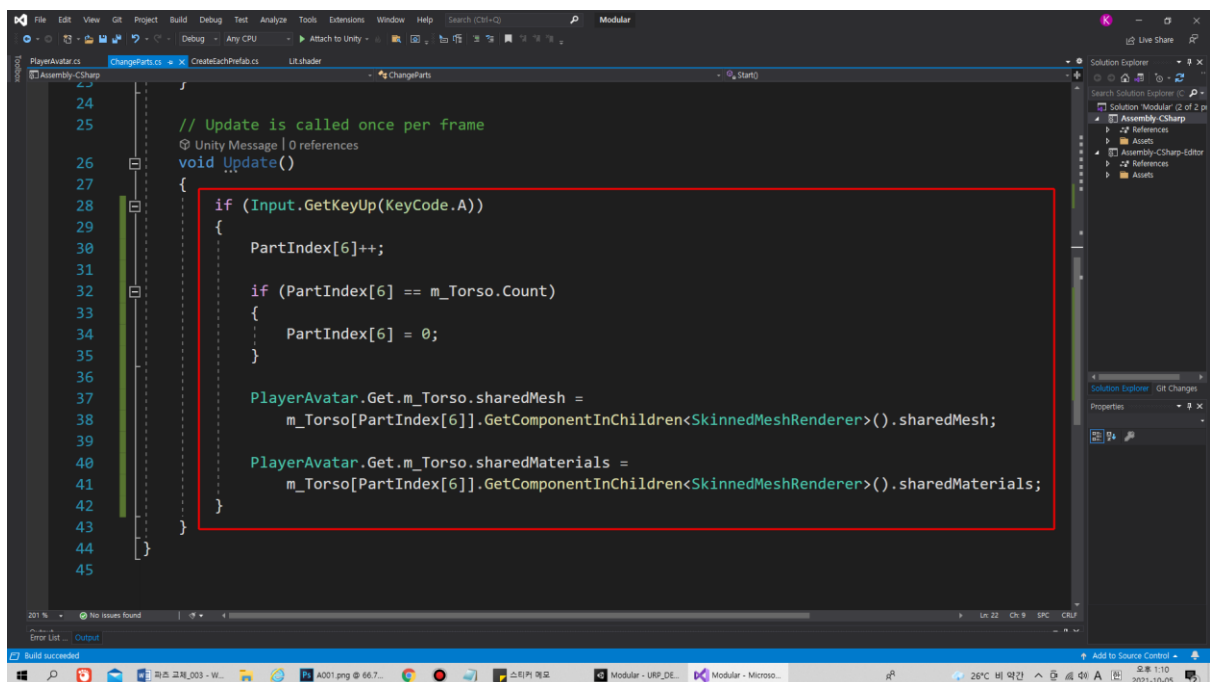


각각의 파트들을 저장해 놓은 리스트의 인덱스를 저장해둘 배열을 선언해 줍니다.

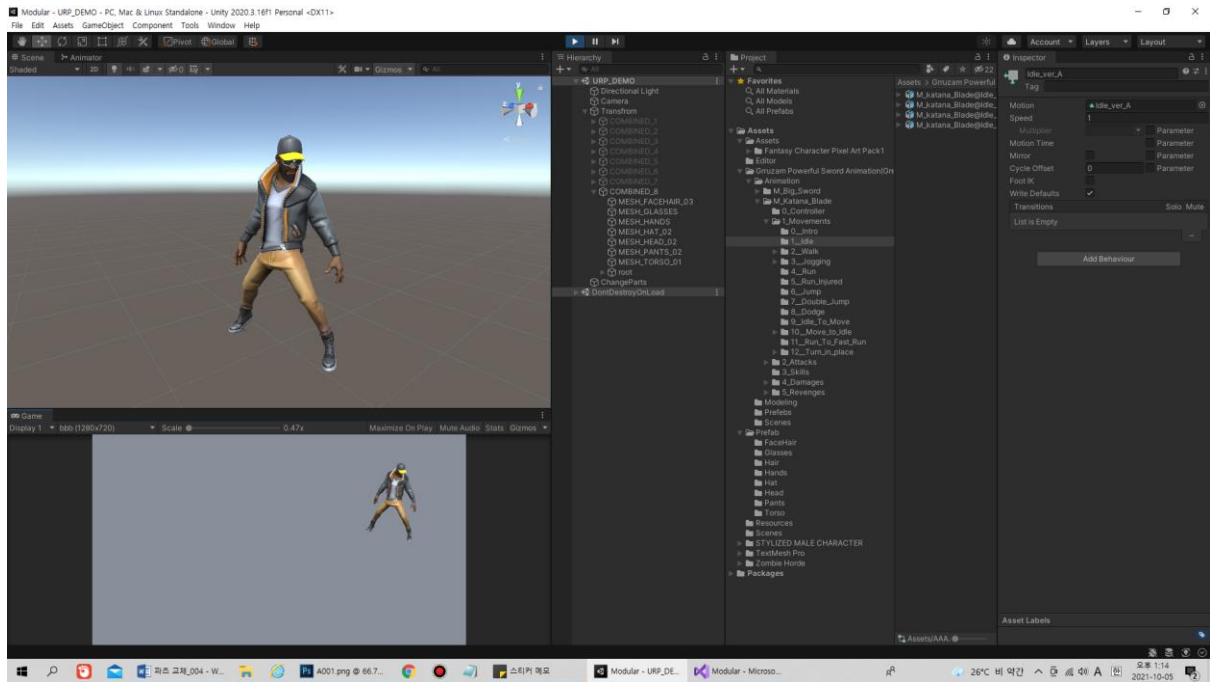




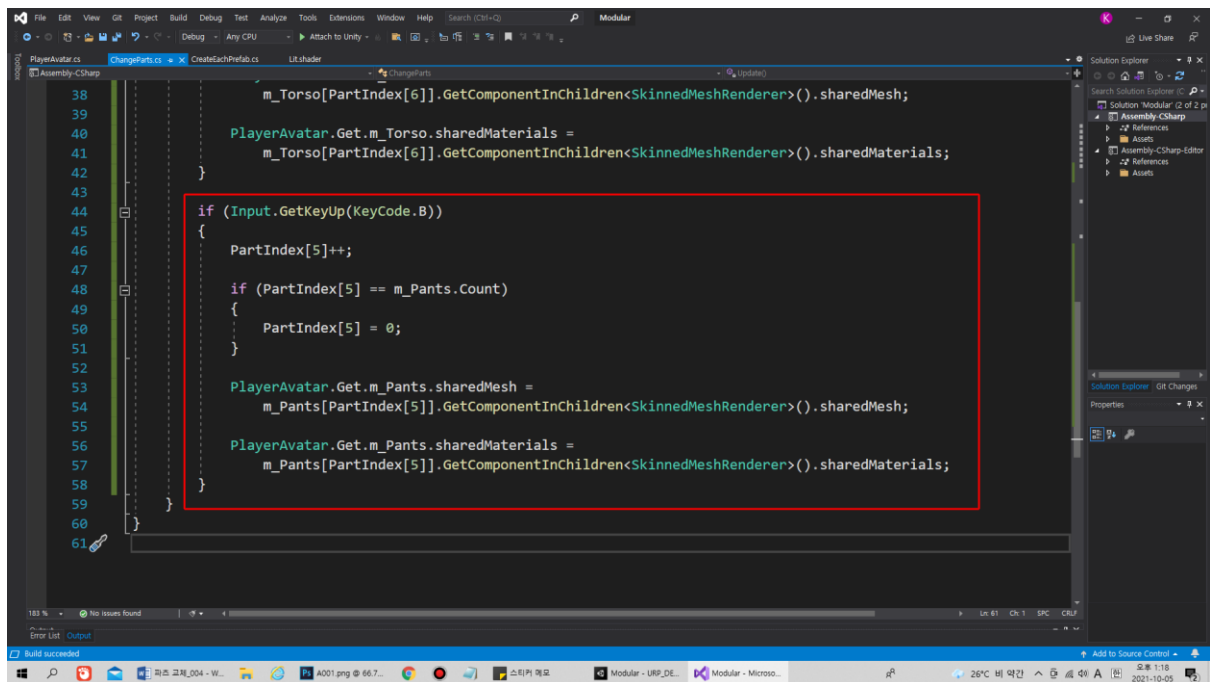
상의 파츠를 변경해 보도록 합니다.



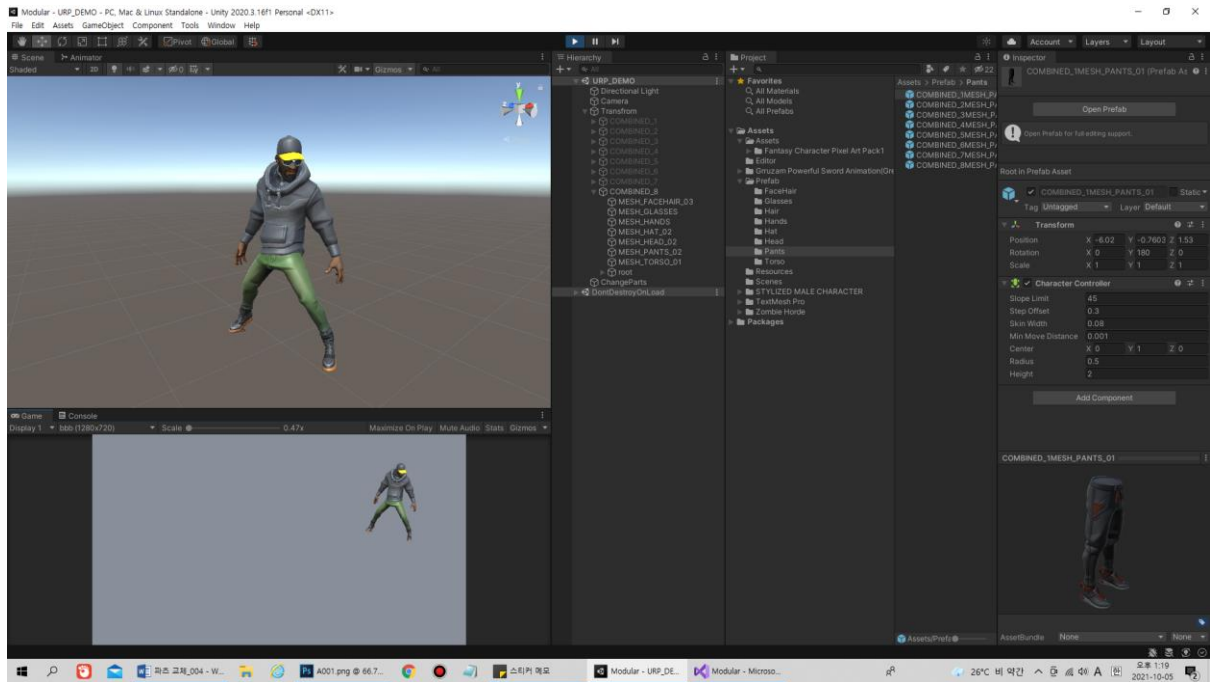
플레이를 해서 결과를 확인해 봅니다.



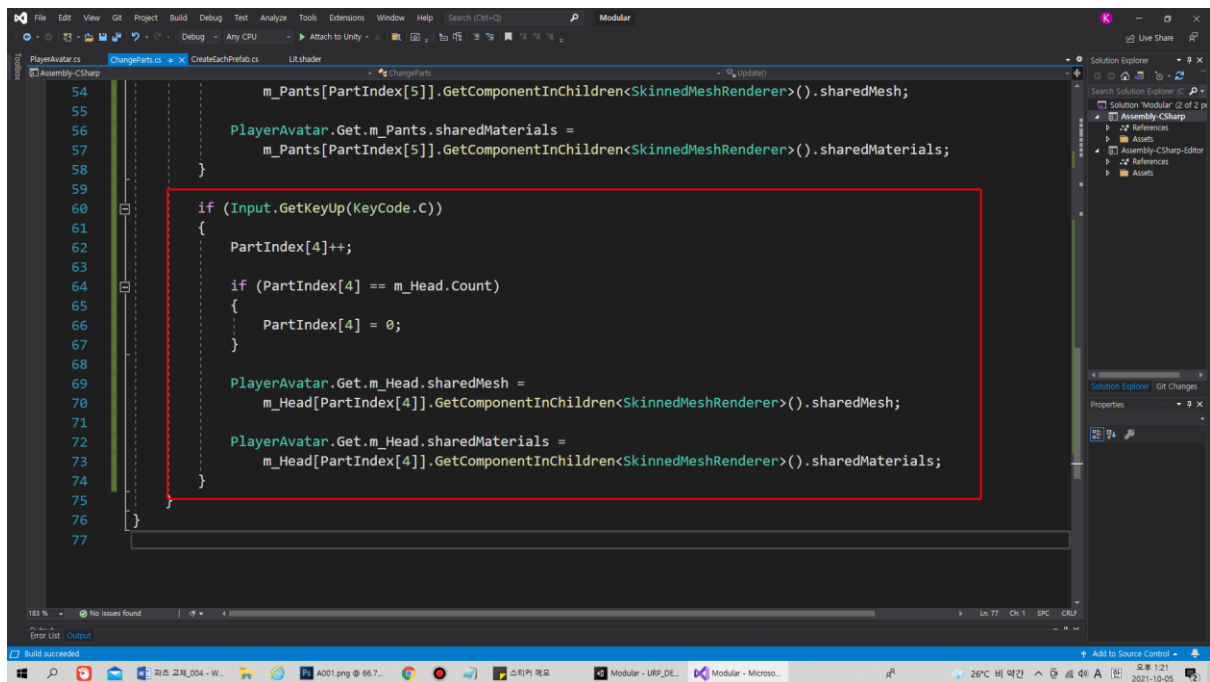
하의를 교체해 보도록 합니다.



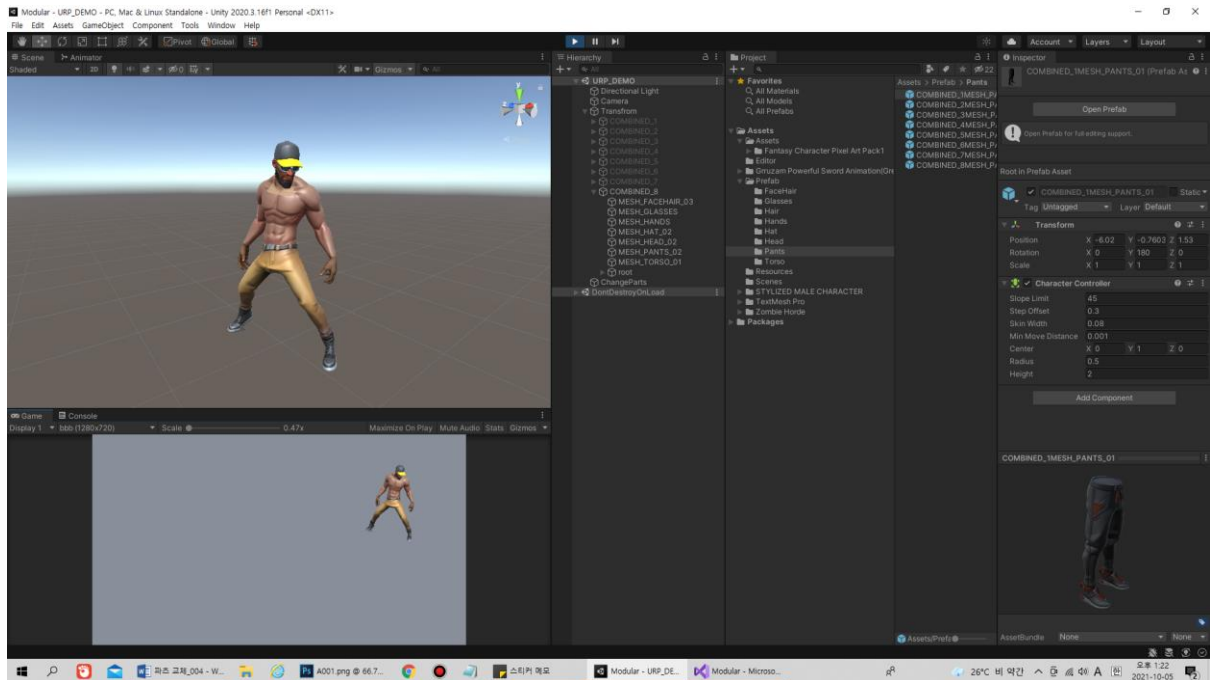
결과를 확인해 봅니다.



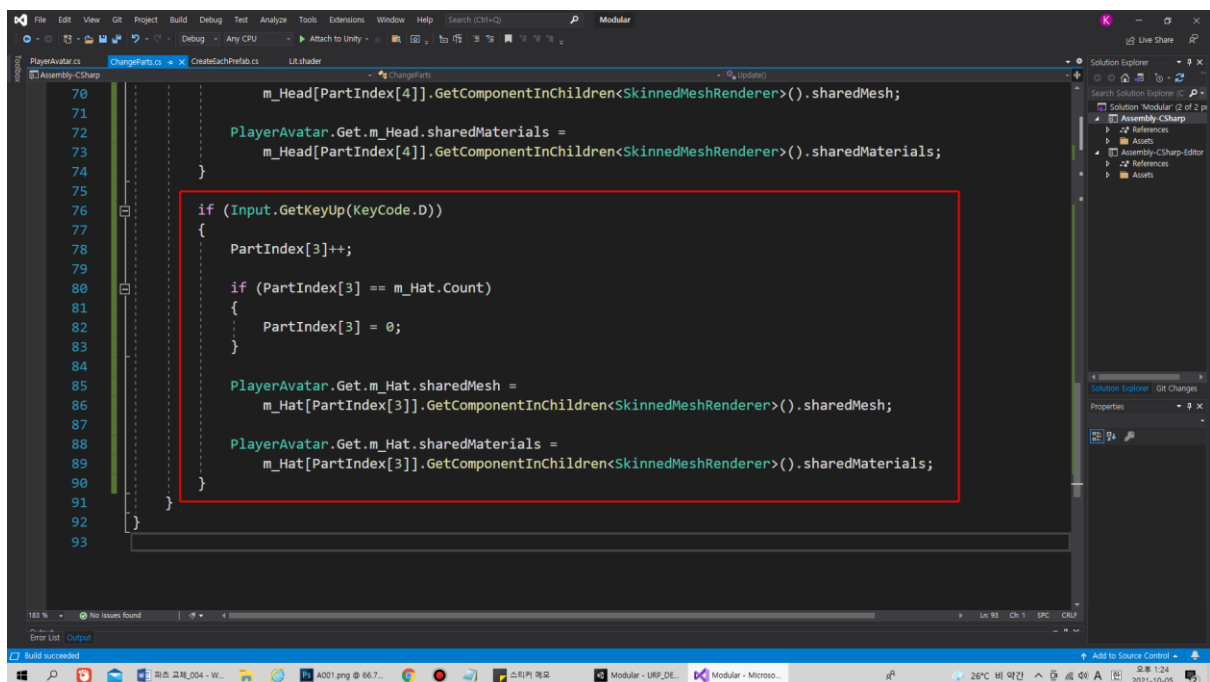
얼굴을 교체해 봅니다.



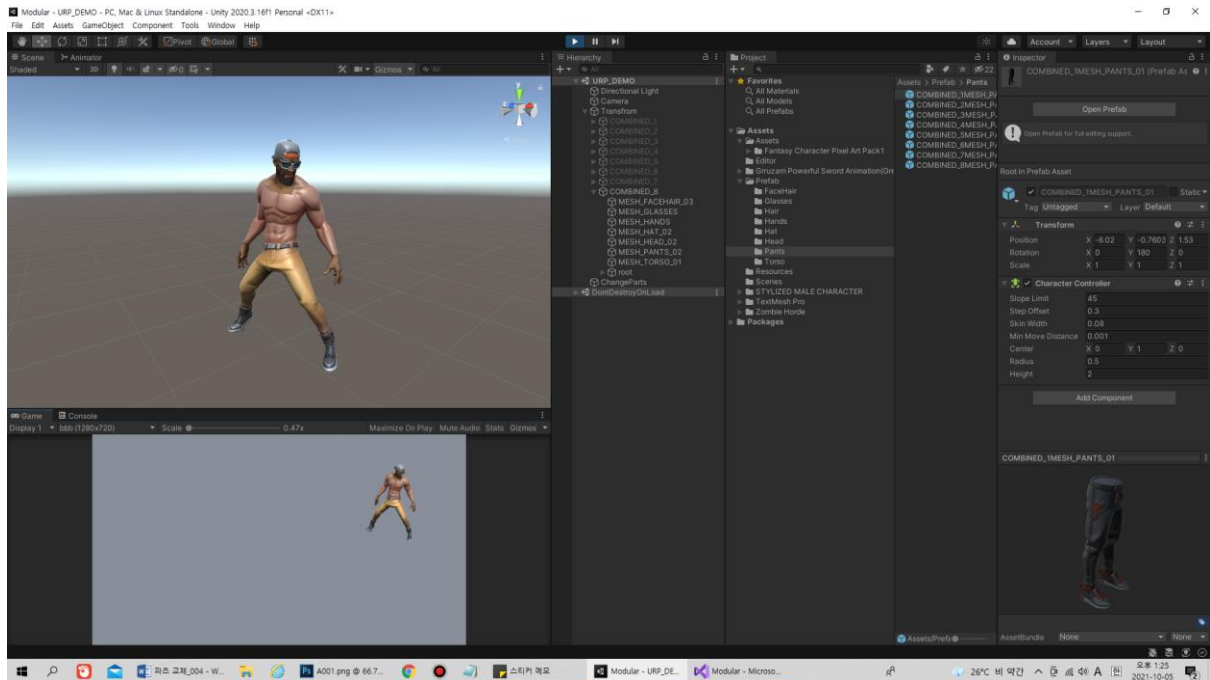
결과를 확인해 봅니다.



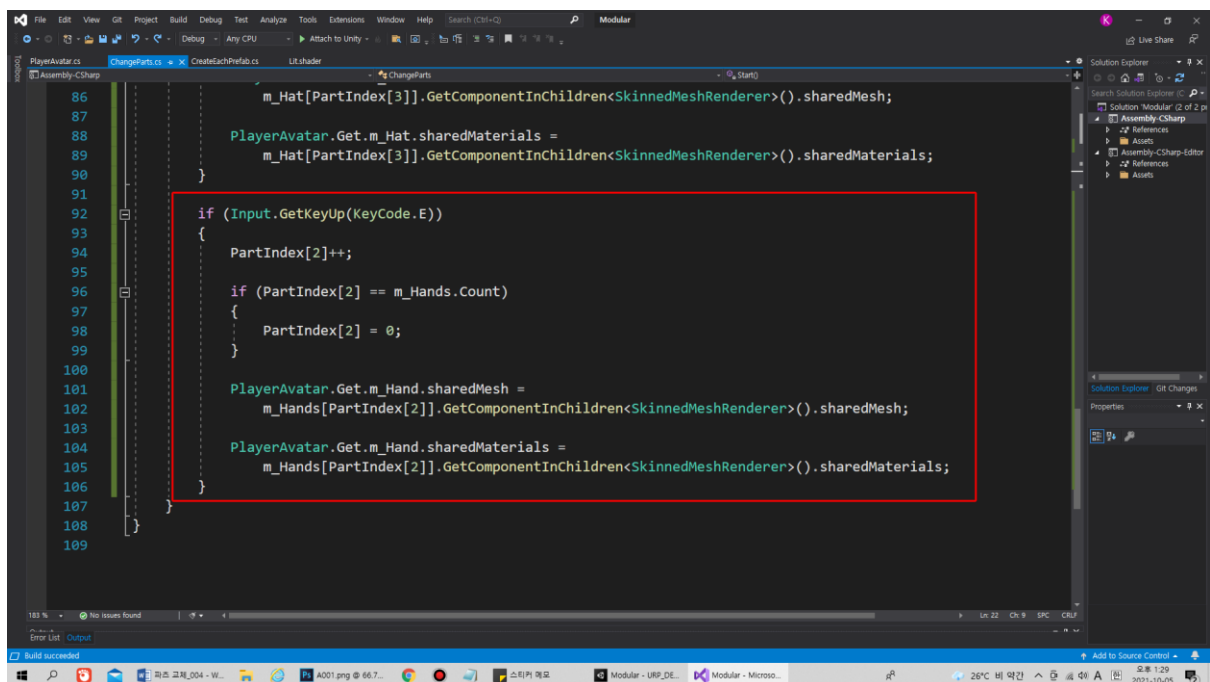
모자를 교체해 봅니다.



결과를 확인해 봅니다.



손을 교체해 봅니다.



결과를 확인해 봅니다.

