



Meshtint Studio

Goblin Trooper Tutorial

CUTE SERIES

Meshtint Studio

Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

Email: info@meshtint.com

Facebook: <https://www.facebook.com/MeshTint/>

Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



CUBE SERIES
WASTELAND

www.meshtint.com



CUSTOMIZABLE

LITTLE HEROES MEGA PACK

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES

www.MeshTint.com



VERSION 1.4

FOREST CREATURES PACK

✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



POLYGONAL SERIES
FANTASY PACK

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OSIMP SERIES
CHARACTER CREATOR

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Galaxy Robots Pack 01

✓ FX Unity Particles included ✓ 3 colours each
✓ Generic Mecanim & Legacy rig ✓ Rigged & animated

Introducing Cute series



Cute Series Characters in character packs are modular and mecanim ready. Very easy to use!

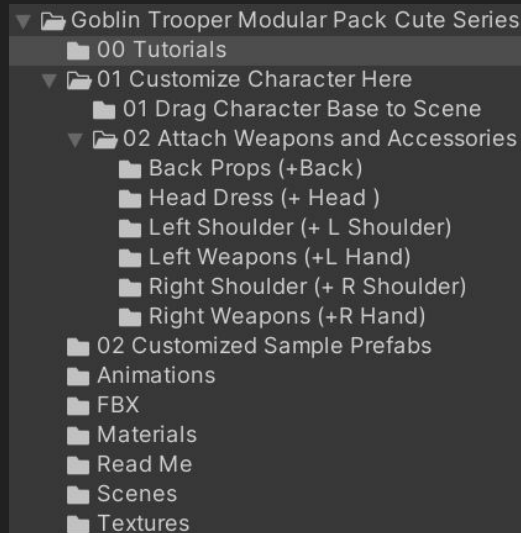
Monsters come with 3 different evolution. 'Evolution 1' is the least evolved (weaker) and 'Evolution 3' is the most evolved (Most powerful). Good to show progression in your game. It's perfect for games like pokemon, mario, tower defense, mmorpg, rpg and more.

Use them together to create a fun and interesting game!



Folder Structure

1. Tutorials - Learn how to use the pack using the tutorials in this folder
2. 01 Customize Character Here - Customize your characters using the prefabs in this folder.
3. 02 Customized Sample Prefabs
4. Animations - Animation FBX files
5. FBX - Fbx source files
6. Materials - Material files
7. Read Me - Cute series introduction
8. Scenes - Scene files
9. Textures - Texture files



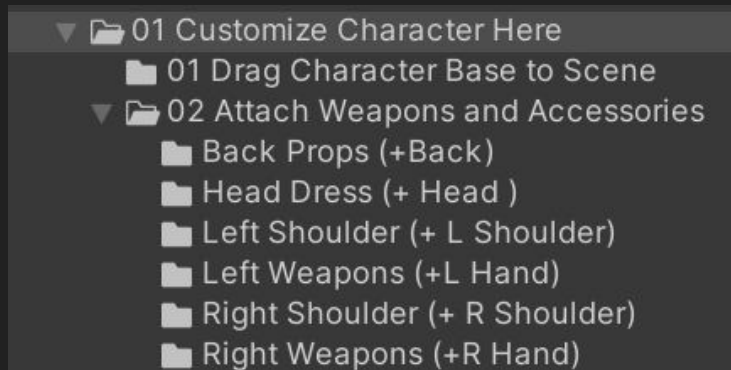


How to customize characters
Let's get started!



'Customize Character Here' folder

- Locate the 'Customize Character Here' folder and expand it. You will only use the assets in this folder when you customize your character.
- If you know how to code, you simplify the process by using coding to create a system. Note that no script is included in this package.



- ▼ 01 Customize Character Here
 - 01 Drag Character Base to Scene
 - ▼ 02 Attach Weapons and Accessories
 - Back Props (+Back)
 - Head Dress (+ Head)
 - Left Shoulder (+ L Shoulder)
 - Left Weapons (+L Hand)
 - Right Shoulder (+ R Shoulder)
 - Right Weapons (+R Hand)



- Customizing character in this pack is very easy.
- Simply pick and drag the base body to the scene. Did you notice the brackets in the folder name? (+ Back), (+ L Hand), (+R Hand), (+Head) etc. These are the attach points where you should attach them to the character.
- Expand the character in the hierarchy, Then simply drag the accessories prefabs like head, face, sword, shield onto the respective attach points.
- You are done!





Great job! You have finished customising your first character! You can see some of the characters we have created in the 'Customized Character Samples' folder for reference!





Wait! How about
animations?



Character's Animations

- Now that you have created your character. How do you add animations to it? Characters in this pack are humanoid mecanim ready. That means you can share any humanoid animations you have with the characters in this pack. But where do you find animations?
 - a. You can buy humanoid animations/ controllers from the Unity asset store.
 - b. Or create your own humanoid animations. You can create animations with any humanoid characters you have in a 3D software. Just set your character up as humanoid rig in Unity and share the animations.
 - c. Or download free animations from Mixamo site here: <https://www.mixamo.com/>

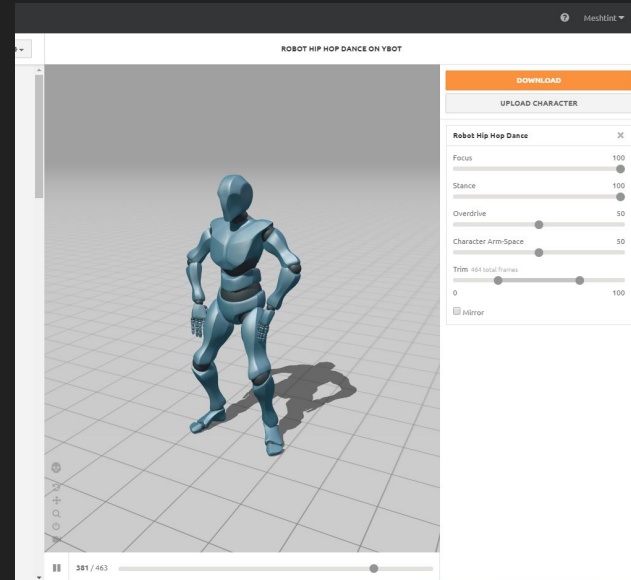


Using Mixamo Animations

- Using Mixamo animations is easy.
- There is no need to upload any characters to Mixamo.
- Simply go the site and download any animations you want.

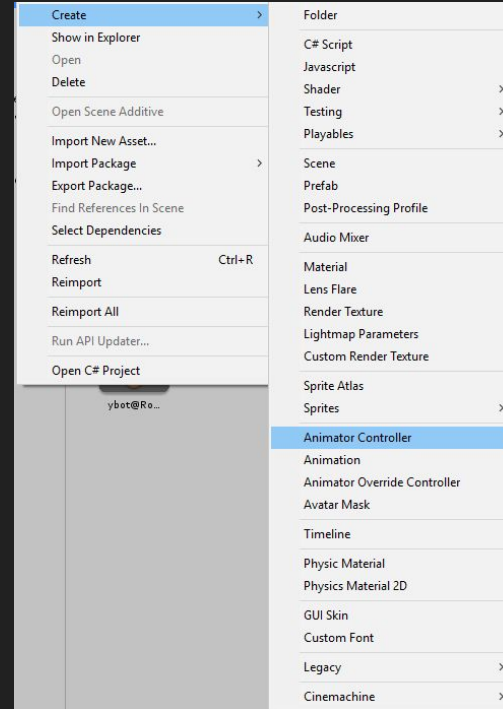
DOWNLOAD SETTINGS

Format	Skin
<input type="text" value="FBX For Unity(.fbx)"/>	<input type="text" value="With Skin"/>
Frames per Second	Keyframe Reduction
<input type="text" value="30"/>	<input type="text" value="none"/>



Using Mixamo Animations

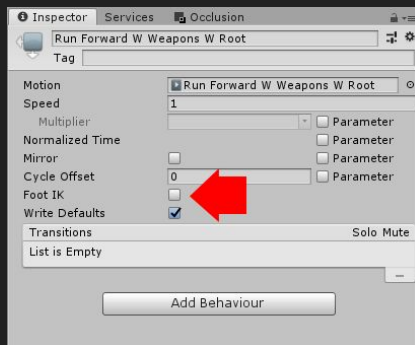
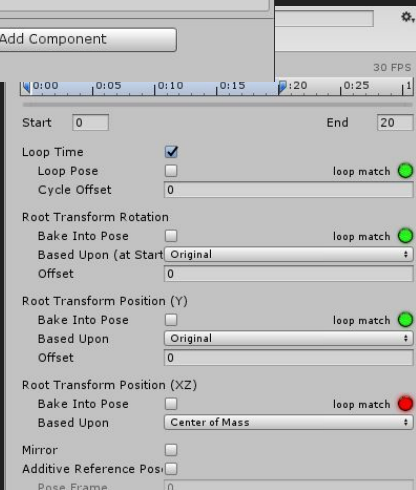
- Import it into your project.
- Set it to humanoid rig. Hit apply. It's generic rig by default when you import it to your project.
- Create a new animator. Add the animation to the animator.
- Assign the animator to your character. Done!



If your character's feet is floating...there are 3 common reasons



1. Animations have root motion but your character ' apply root motion is off
2. Animations not bake to pose in inspector. Choose the correct setting depending on your gameplay.
3. Foot IK not checked. Go to animator, select animation in animator.





Thank you for your purchase! See more assets at www.meshtint.com