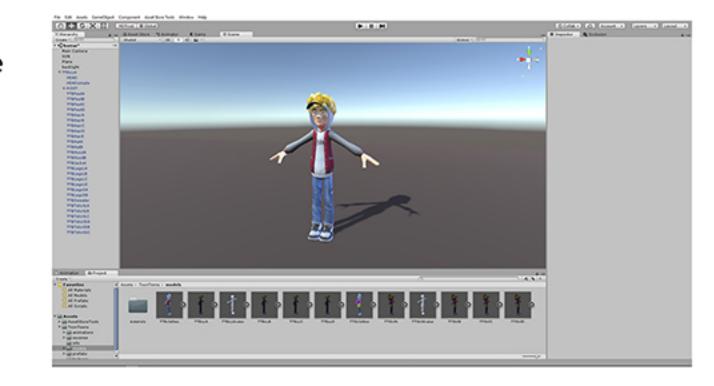
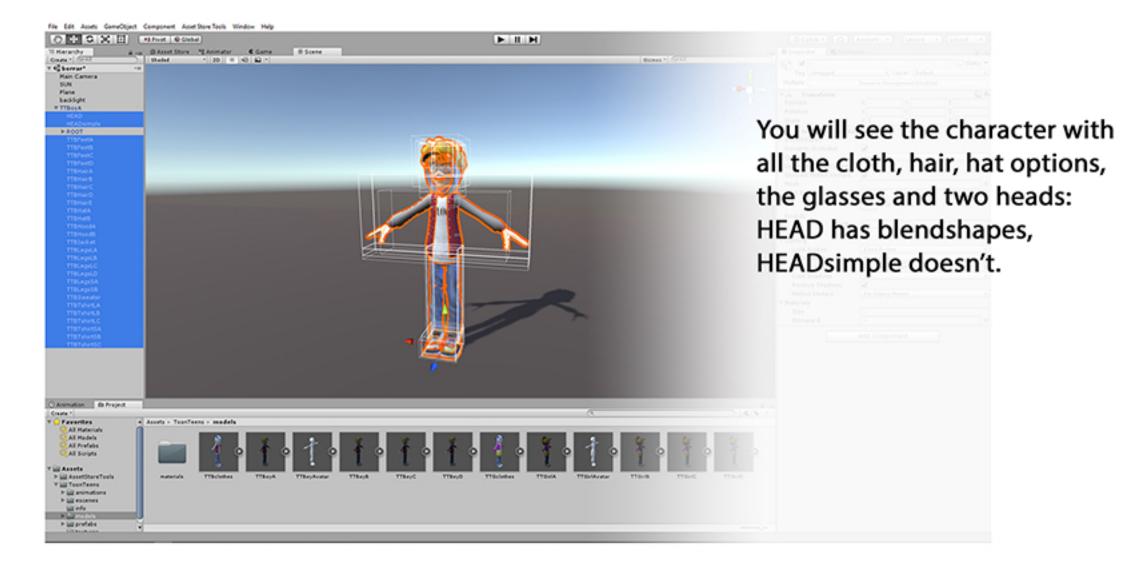
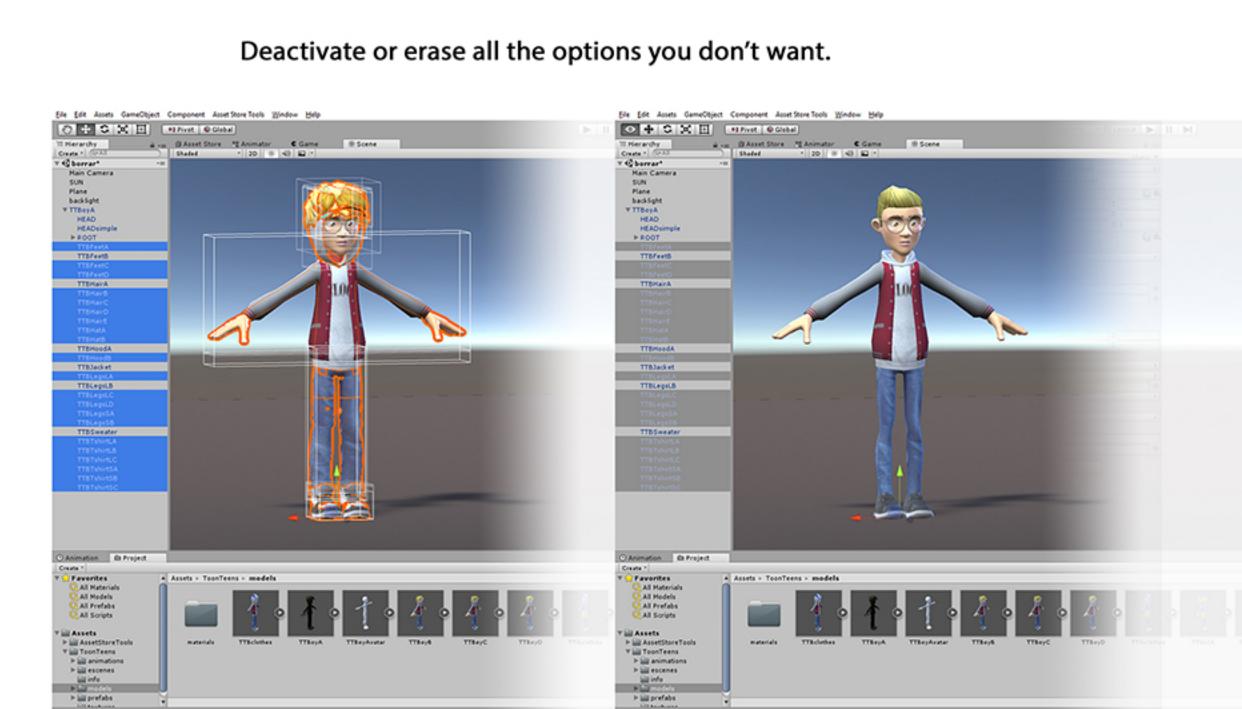
Let's create a character.

Choose one of the models in the models folder and place it into you scene.

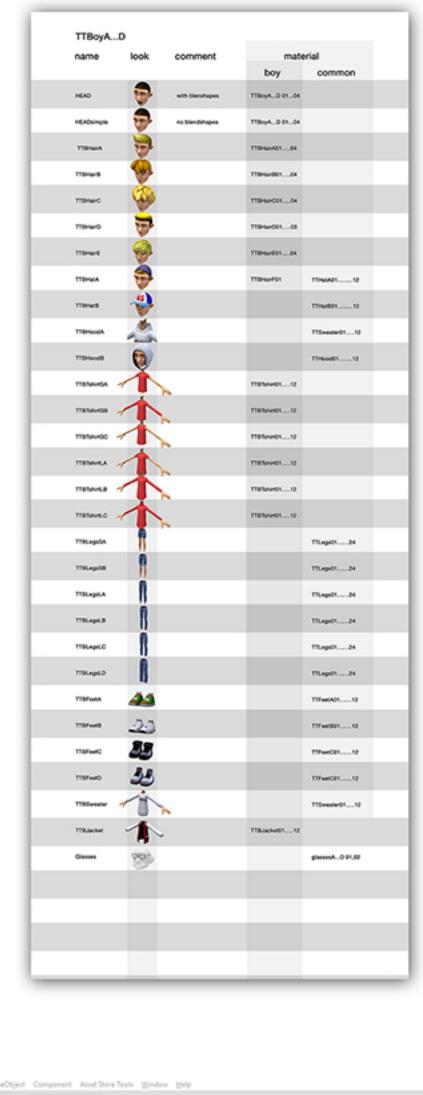


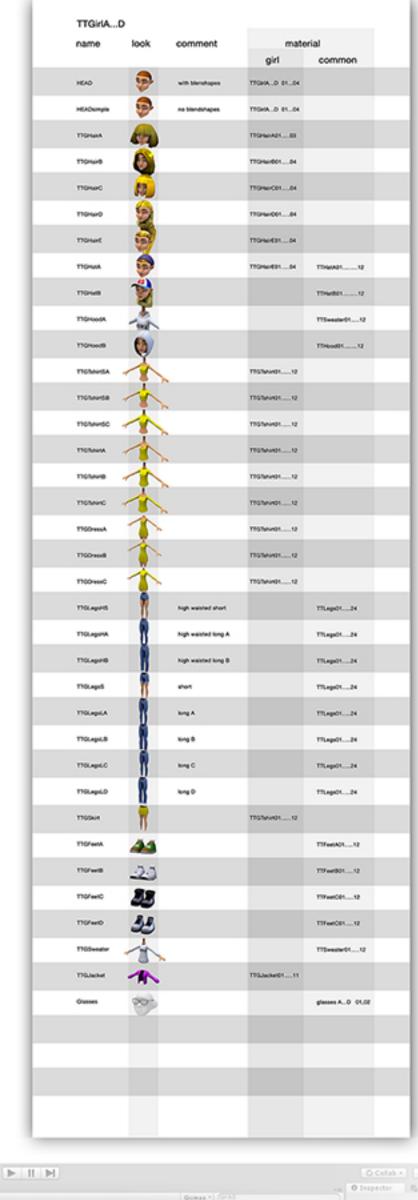


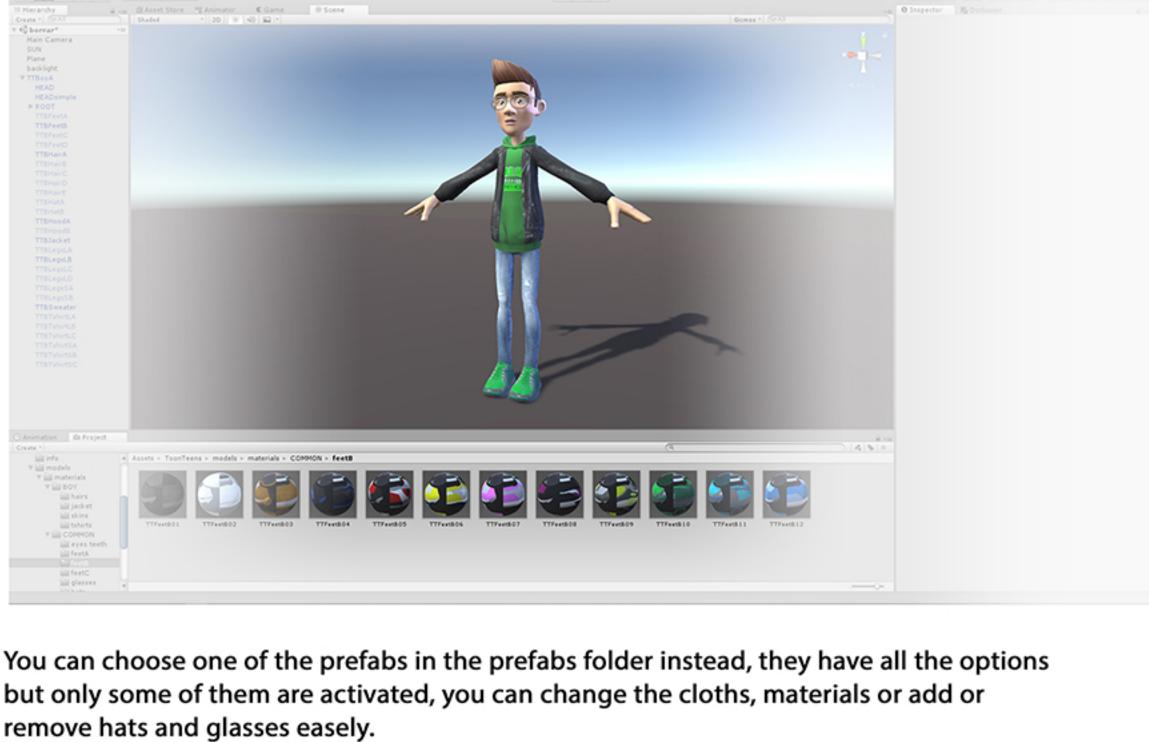


folder to have a quick idea about the look of every model, their material options and the folder where you can find them. All the materials are standar shaders.

Now let's choose the materials. You can check the visual guide included in the documentation







If you want to see the character in motion add any of the animation controllers in the animations folder and press play.

for the girls.

Don't forget to assign the right avatar, TTBoyavataravatar for the boys, TTGirlavataravatar

values.

PHONE If you use an animation with phone, link the prefab to the rigth hand and reset its transform

POSES You can use the script poses (in the scripts folder) with one of these animator controllers:

-GIRL POSES

-BOY POSES

- -BOY SITDOWN POSES -GIRL SITDOWN POSES
- Within it you can fill the field Pose and the character will play a static stance, from 1 to 12,

the animator component in a random time.

any other value will make the character uses a random one.

RAGDOLL

The script RagDoll (in the scripts folder) applied to a character with rag dolls will deactivate

Any doubts? Please write me on my email address: jbgarraza@jb3d.es