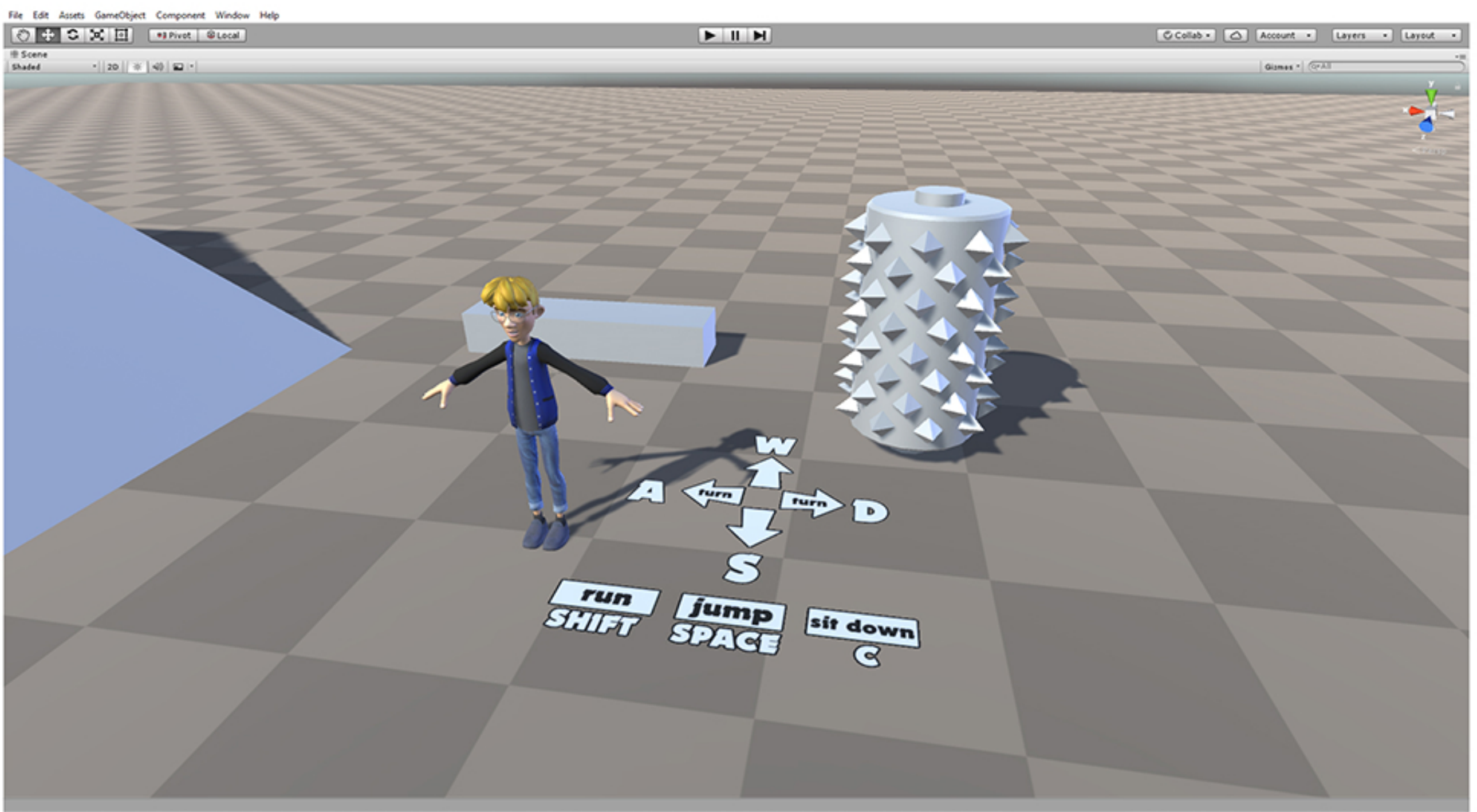


Demoscene: navigation3D

This a scene used to test the animations in a 3d enviroment.



In this scene you will find a character TTBoyA.
You can control him using:

W	move forward
S	move backwards
A	turn left
D	turn right
space	jump
shift	run
C	sit down (if posible)

The character uses a script: *TTMove3D* (in the scripts folder)
and uses an animation controller: *boy3D* or *girl3D*
(in the scripts folder).

There is another character deactivated and ready to be used TTGirlB.

If you want to test any other character you will have to place it in the scene
and add this components:

- rigidbody
- capsule collider
- animator with the animator controller *boy3D* or *girl3D*
- and
- the script *TTMove3D*.

The camera uses a script *TTcamera3D* (in the scripts folder), you have to
complete the field *Target* (the character it will follow) and
Far (how far the camera will be).

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