

Hello and thank you for buying our first model!

Note that there are two demo levels, one for animations and the other for the models.

The Thin Woman includes 7 precombined .FBX files for her standard outfits, as well as 13 individual pieces that you can recombine to suit your needs.

The pieces are:

HeadCloth: Hair in a bun, covered with a short veil and decorated with flowers.

Victorian Dress: Long Victorian styled dress with a bustle

Nightgown: Long, high necked, old fashioned nightgown

Hood: Cultist's hood

Robe: Cultist's robe

Shoulder Cloth: Long, decorative shoulder cloth to go with the cultist set.

Veil: Simple body covering veil.

Dress Cutout Body: Base body with sections cutout to fit the dress and nightgown.

Robe Cutout Body: Base body with sections cutout to fit the robe

Long Hair

Short Hair

These can be used alone and in combination with each other.

Also included is a Vampire Teeth mesh which can be attached to the head. It sits over the canines and uses the teeth materials.

The combined sets are:

Base Body + Long Hair

Base Body + Short Hair

NightGown + Long Hair + Dress Cutout Body

NightGown + Short Hair + Dress Cutout Body

Robe + Hood + Shoulder Cloth + Robe Cutout Body

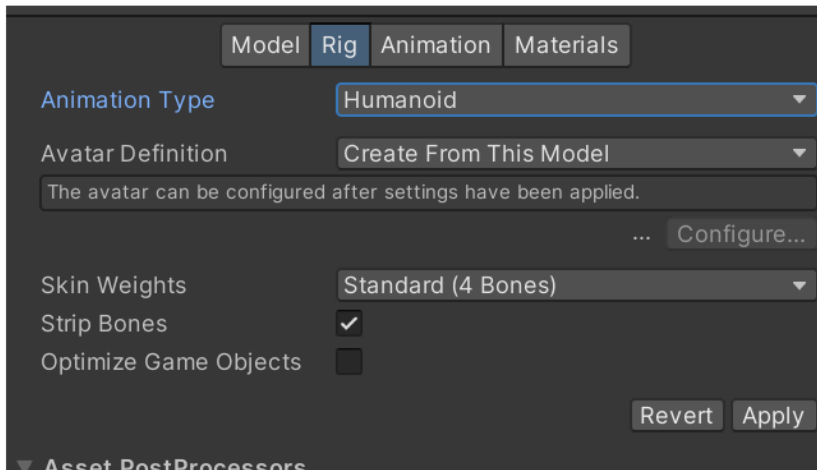
Veil + Base Body

Victorian Dress + Head Cloth + Dress Cutout Body

## FAQS

Q: How do I use the character/animations with a humanoid rig?

Go to the “Rig” tab in Inspector for the character model and the Tpose (found in the animation folder) and set the animation type to “humanoid” and the avatar definition to “create from this model.”



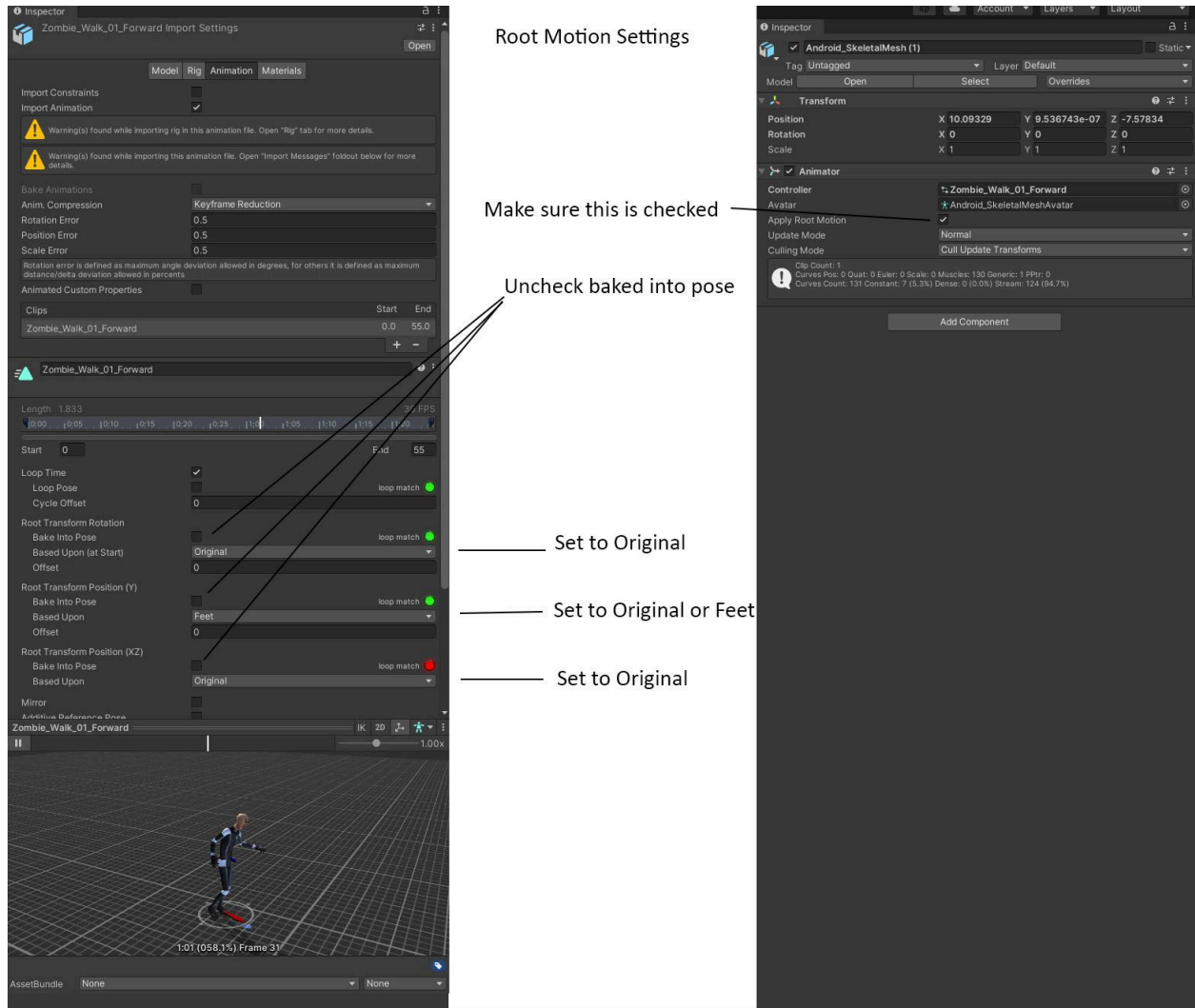
Select all of the other other animations and set their animation type to Humanoid and the Avatar definition to “Copy from other Avatar” and set Source to the TPose avatar.

Switching from generic to humanoid will cause a few of the animations to generate warnings. These warnings don't seem to do anything and there is no information anywhere in the Unity documentation on how to fix them.

Q: How do I use root motion?

OR the animation is looping in place, how do I fix it?

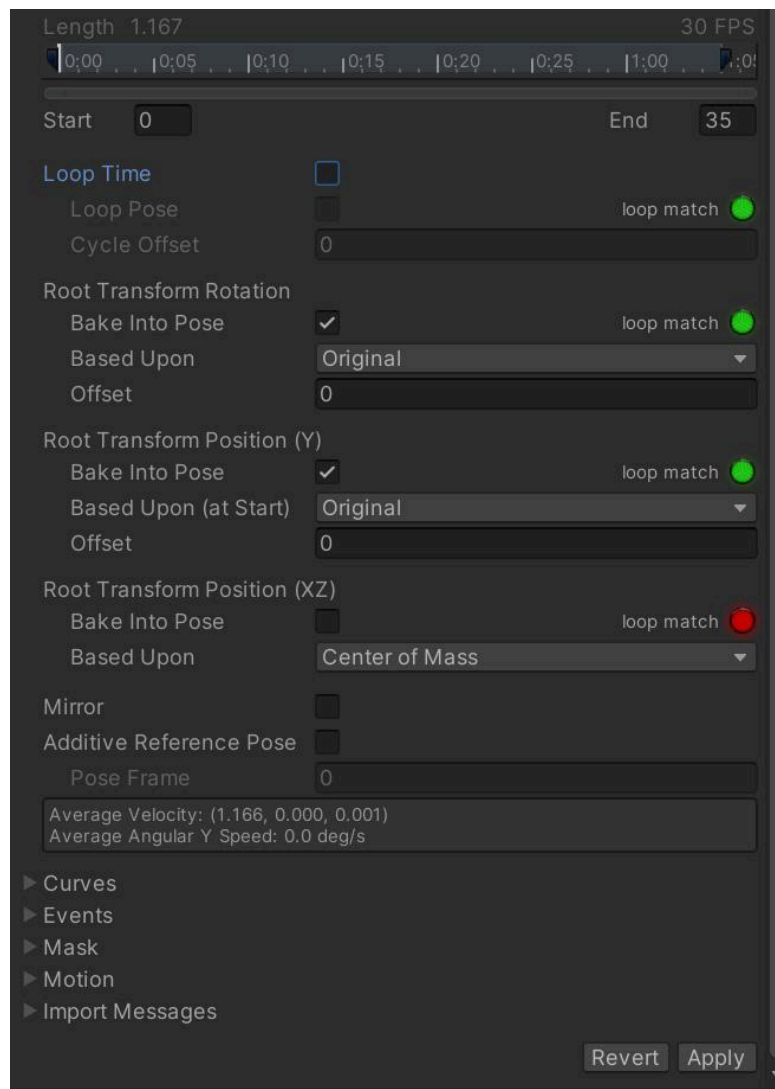
A: Uncheck “Bake into pose” in the animation settings and make sure “use root motion” is checked for the character.



You may need to make adjustments to the animation settings depending on your specific needs, but these settings should generally work.

Q: How do I use the animations in place?

A: You can adjust the settings as follows: check “bake into pose” for root transform rotation and root transform position (y). Uncheck it for Root Transform Position (XZ).



You may need to change the rig type to humanoid to use inplace animations.