Lab4 – COMP394-001 – Game Characters - Snapshots

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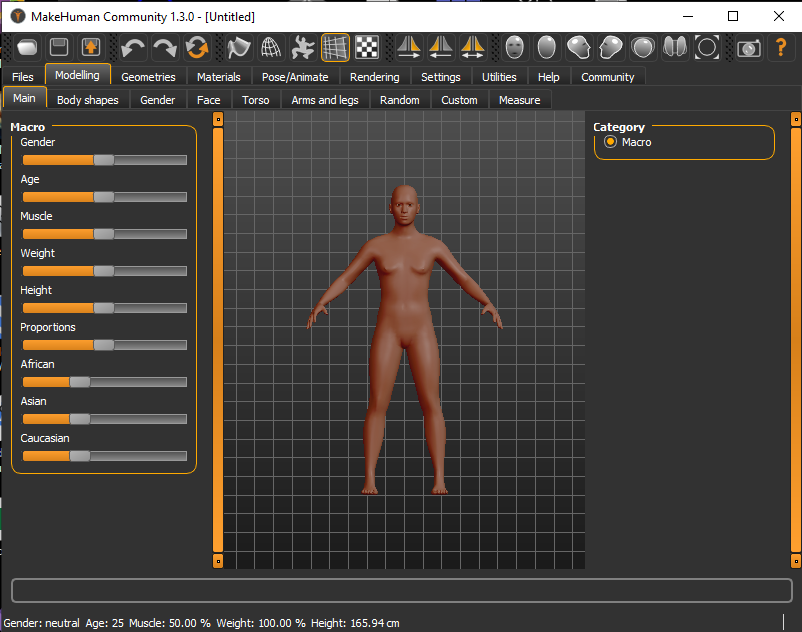
[Download, Install and Open MakeHuman: 1](#_Toc178168093)

[Explore the settings: 2](#_Toc178168094)

[Select at least clothes/hat/shoes: 2](#_Toc178168095)

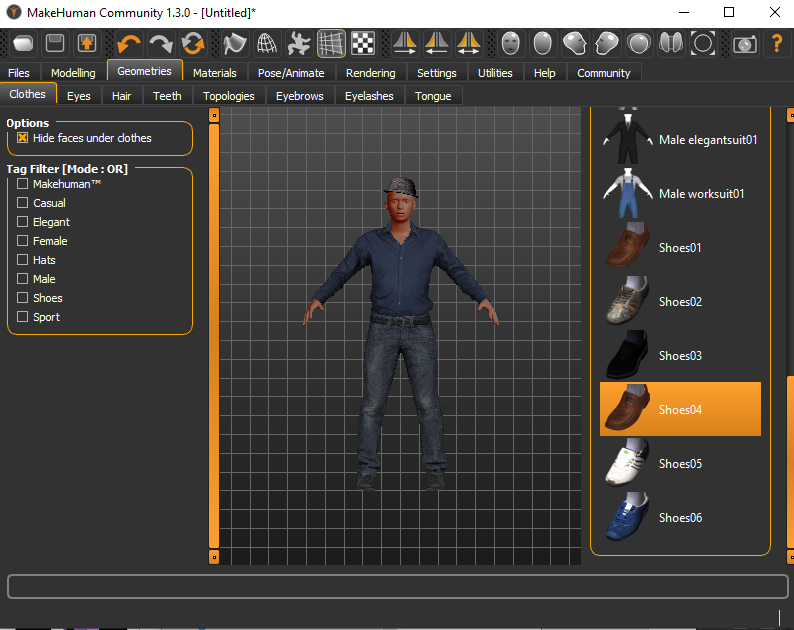
[In Pose/Animate tab select “Game Engine”: 3](#_Toc178168096)

# Download, Install and Open MakeHuman:



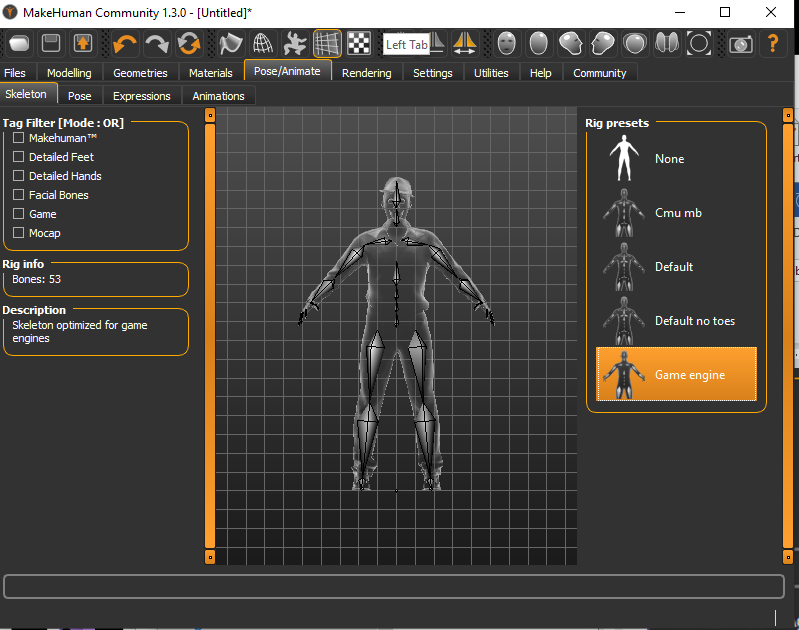
# Explore the settings:

## Select at least clothes/hat/shoes:

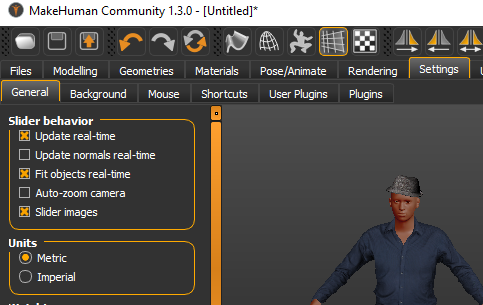


In “Settings”

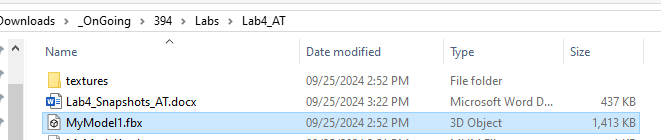
## In Pose/Animate tab select “Game Engine”:



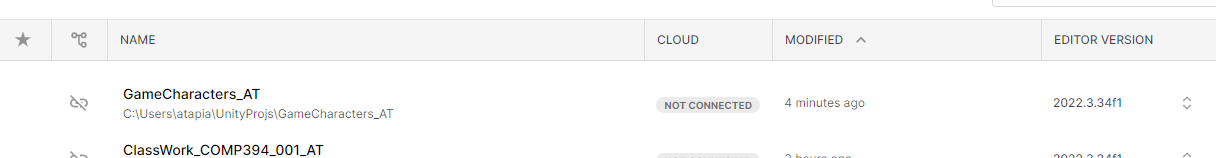
# In the “Settings” tab, select Units->Metric.



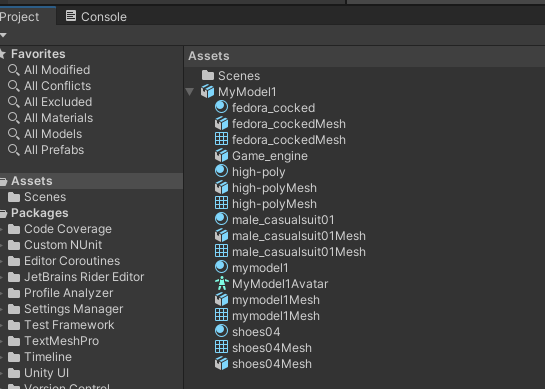
# Save as .fbx:



# Create a 3D Unity Project named **GameCharacters\_{YourInitials}**:



# Import the .fbx model:

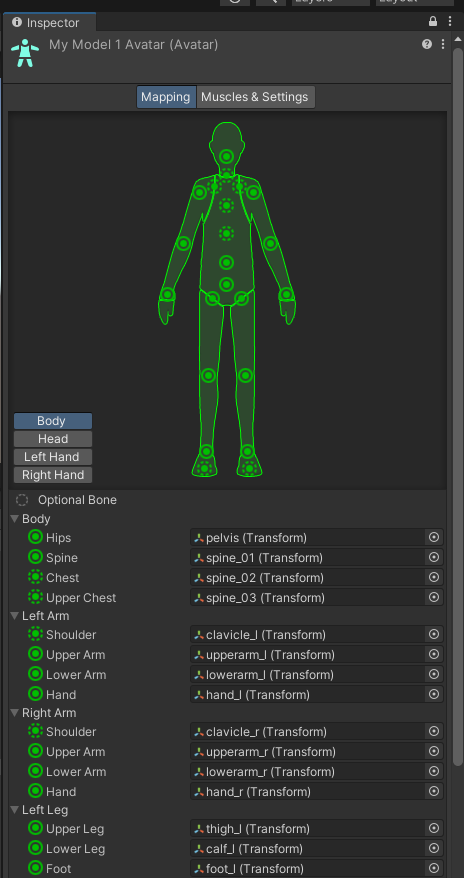


# Configure the .fbx model (Click on ‘Configure Avatar’):

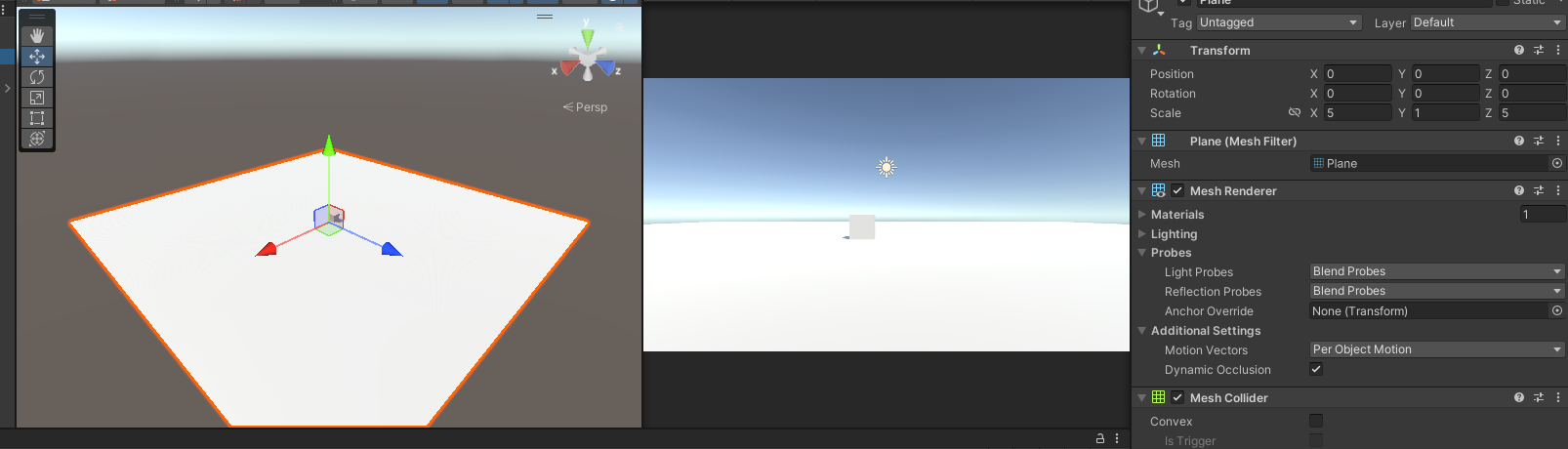
## Select “Rig->Animation Type->Humanoid”, the “Apply”. The “Configure” button becomes available:

## 

## Click “Configure”; youll’see this:

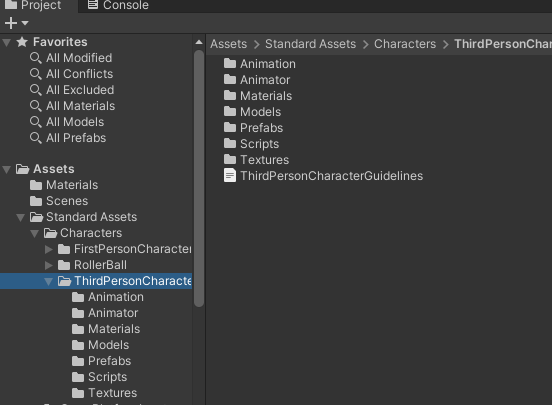


# Create a Plane, scale it (5,1,5):



# Drop the model in the scene:

# Import the Character.unitypackage:



# Follow the ThirdPersonCharacterGuidelines:

