



CHARACTER	3
Modular Mesh Parts & Gender	3
Hairs & Facial Hairs	
Character Color Customization (skin, eves, hair,)	
Character Age	6
OUTFITS & ACCESSORIES	7
	······································
Wearing Outfits & Accessories	7
Outfits Color Customization	8
ANIMATIONS	9
Adding Humanoid Animations	9
SUPPORT	



This package come with different mesh parts for best performance optimization :

- Full StylizedCharacter (Male/Female)
- Only Head, Hands and Feet
- Only Head and Hands
- Only Head and Feet
- Only Head

To change your character mesh, open your character prefab and select the object <code>«StylizedCharacter»</code>

In the Skinned Mesh Renderer settings, select the most optimized character mesh for your project.

If you select the «StylizedCharacterF» (Female gender) don't forget to wear a female chest armor as well.

U Main Camera

Armature

StylizedCharacterM

StylizedCharacter



Directional Light
StylizedCharacter_OnlyHead
StylizedCharacter_OnlyHeadFeet
StylizedCharacter_OnlyHeadHands

StylizedCharacter_OnlyHeadHandsFeet

E StylizedCharacterF

StylizedCharacterM

Cube



🔻 🗟 🗹 Skinned Mesh Rendere	er	Ø ‡ :
	合 Edit Bounds	
Bounds		
Center	X 0.00045067 Y 0.05492687 Z	0.7412695
Extent	X 0.5346946 Y 0.2264269 Z	0.7854403
BlendShapes		
Quality	Auto	•
Update When Offscreen		
Mesh	StylizedCharacterM	0
Root Bone	L root (Transform)	\odot
Materials		2
= Element 0	M_CharaBodyM	•
= Element 1	M_CharaHeadM	\odot
]+ - [
▼ Lighting		
Cast Shadows	On	•
Static Shadow Caster		
▼ Probes		
Links Danks -	Diand Drahas	- 1



This package come with different set of Hairs and Facial Hairs.

To add Hair/Facial Hair to your character, drag&drop any Hair/Facial hair prefab on the root of your character prefab.

Don't forget to attach the Mesh/Skinned Mesh Renderer of your Hair/Facial hair to the Stylized Character component.

If you want to add facial morph to your animations :

- Rename your facial hair (in this example «FacialHair03» to «FacialHair»
- Animate your morph with your Character blendshapes AND Facial Hair blendshapes
- Now, if you animate character and facial hair morph simultaneously and properly rename your facial hair, your morph animation will works with all facial hair your will add to your character (with the proper name «FacialHair»)



	# Stylized Character (Script)		0 7	1		
	Script		StylizedCharacter		۲	
U Iviain C	amera		1			
🔻 🍞 Stylize	dCharacterM	>	StylizedCharacter (Skinned Mesh Re	nder	er⊙	
🕨 🏷 Arma	ature		HDR		08	f
🖓 Styli	zedCharacter		HDR		0ª	ň
🔻 🏹 Hairl	05	>	HDR		de la	ñ
Юн	air05		HDR		d'	í
Taci	alHair03	>	HDR		je st	í
	mature		HDR		j.	i
	acialmair apal Light			0		
	Escial Hair Custom					
	Facial Hair Custom		FacialHair (Skinned Mesh Renderer)		•	
	Facial Hair Color		HDR		3	i
	Facial Hair Acc 1 Color	h	HDR		28	ñ
	Hair Custom				0	
	Head Bone	2	head (Transform)		0	ļ
	Hair Mesh Renderer	R	Hair05 (Mesh Renderer)		0	
	Hair Color		HDR		64	Į
	Hair Acc 1 Color		HDR		ø	j
	Hair Acc 2 Color		HDR		0ª	J
						1



You can customize your character entirely :

- Skin color
- Lips color ٠
- Eyes color (both eyes separated) •
- Eyebrows color •
- Underclothes color ٠
- Hair color (and hair accessories) ٠
- Facial Hair color

Script

Skin Color

Lips Color

Head Bone

Hair Color

Age

To change your character colors, select your character prefab and change all colors you want on the Stylized Character component.





Character Age

You can customize your character age.

To change your character age, select your character prefab and change the value «Age» on the Stylized Character component.



Script	* StylizedCharacter	
Character Custom		
Character Mesh Renderer	🗟 StylizedCharacter (Skinned Mesh Re	ender 💿
Skin Color	HDR	<i>d</i> e
Undercloth Color	HDR	ð
Lips Color	HDR	24
Eyebrows Color	HDR	ð
Eye Left Color	HDR	de la
Eye Right Color	HDR	ð
Age		0.2
Facial Hair Custom		



Stylized Character packages come with several set of outfits and few accessories (weapons, shield...)

To change your character Outfits, drag&drop any Outfit prefab you want on your character prefab.

If you want your Outfit to be animated and deformed with your character, keep the Outfit prefab on the root of your character prefab.





Lighting

Cart Shadowe

On



4th Color

HDR

OUTFITS & ACCESSORIES

Outfits Color Customization

You can create as many outfit variants as you want.

ARIGASOFT

+





Stylized Character packages are fully compatible with any Humanoid animation you can find on the Unity Asset Store.

To add any animations set to your character :

- ٠
- Open your character prefab and add an Animator component Add any Animator Controller you want on your character Controller Add the «StylizedCharacterMAvatar» to your character Avatar ٠
- •

🔻 ≽ 🗹 Animator	0	-1	÷	:
Controller	ta ctrl_ldles			0
Avatar	* StylizedCharacterMAvatar			\odot
Apply Root Motion				
Update Mode	Normal			Ŧ
Culling Mode	Always Animate			Ŧ
Clip Count: 4 Curves Pos: 0 Quat: 0 Euler: 0 Curves Count: 520 Constant:	0 Scale: 0 Muscles: 520 Generic: 0 PPtr: 0 14 (2.7%) Dense: 0 (0.0%) Stream: 506 (97.3%)			







Facebook : www.facebook.com/arigasoft

Twitter/X : www.x.com/arigasoft

Contact email : contact@arigasoft.com

Support email: support@arigasoft.com





