ASSET DOCUMENTATION

Stylized Character

Unity 3D Package

ARIGASOFT

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Modular Meshes Parts & Gender

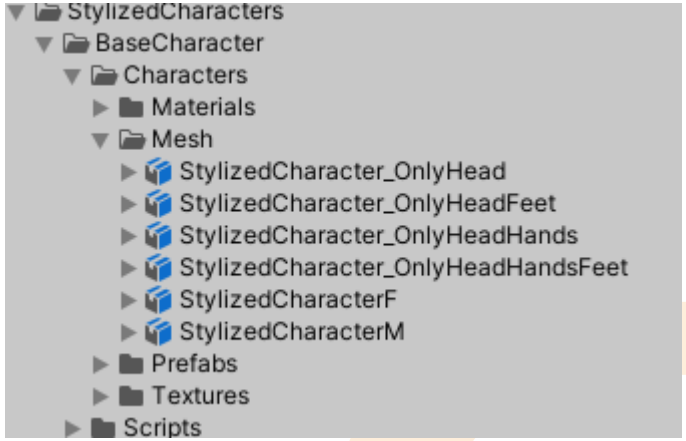
This package come with different mesh parts for best performance optimization :

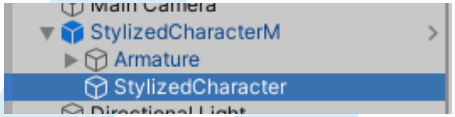
- Full StylizedCharacter (Male/Female)
- Only Head, Hands and Feet
- Only Head and Hands
- Only Head and Feet
- Only Head

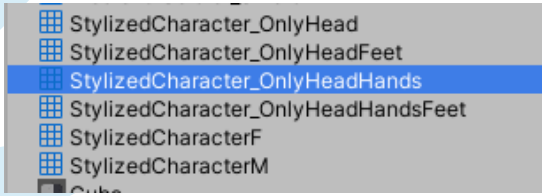
To change your character mesh, open your character prefab and select the object «StylizedCharacter»

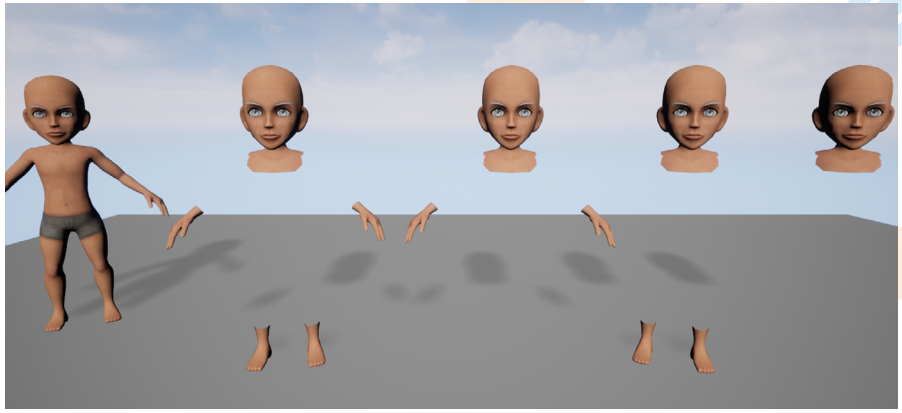
In the Skinned Mesh Renderer settings, select the most optimized character mesh for your project.

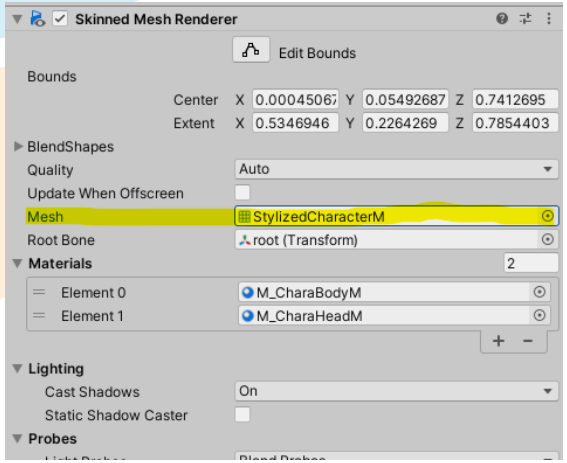
If you select the «StylizedCharacterF» (Female gender) don't forget to wear a female chest armor as well.





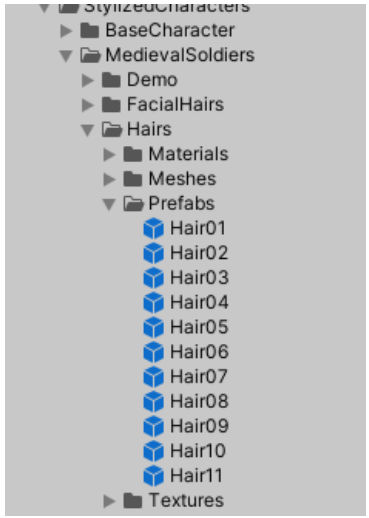


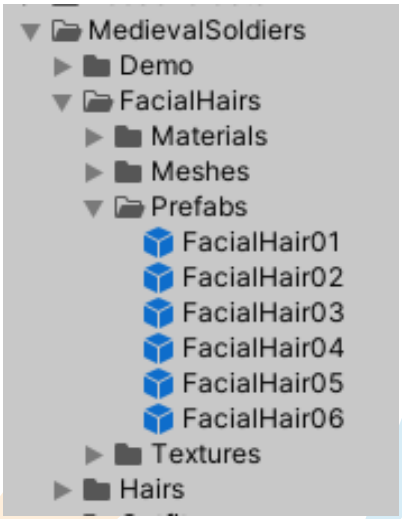


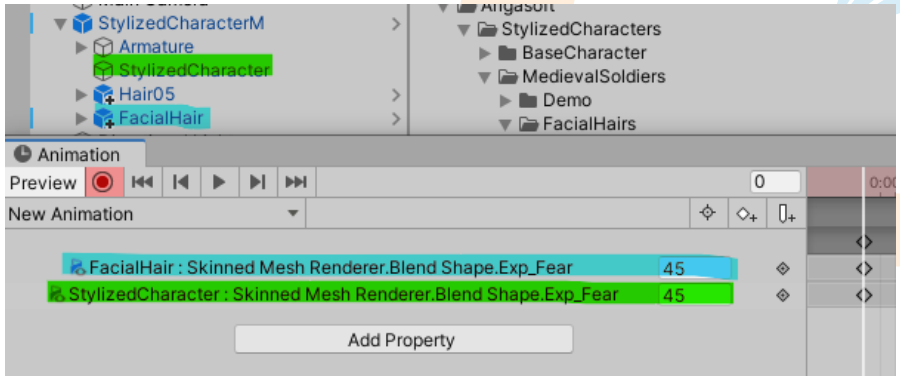


Hairs & Facial Hairs

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





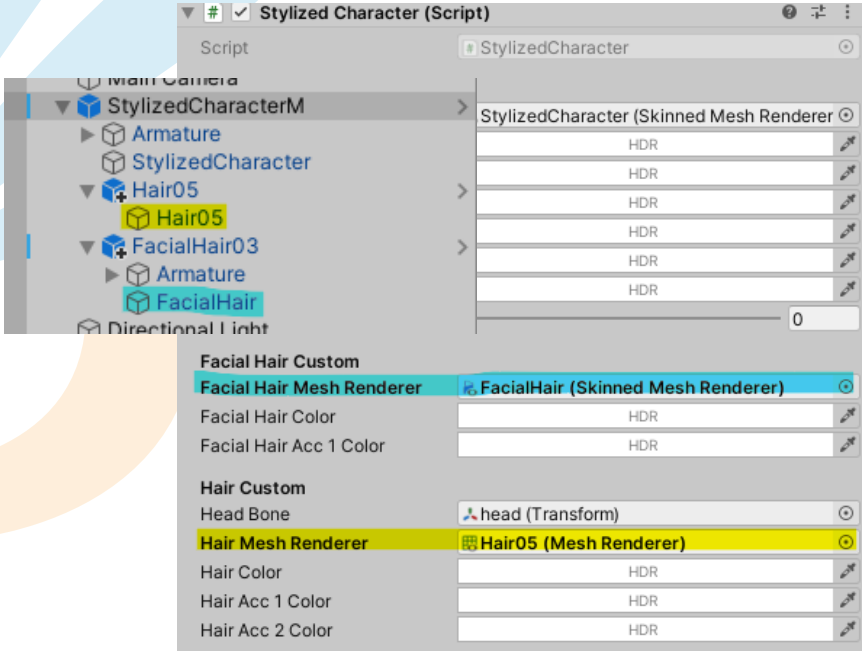


To add Hair/Facial Hair to your character, drag&drop any Hair/Facial hair prefab on the root of your character prefab.

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 re-name your facial hair, your morph animation will works with all facial hair your will add to your character (with the proper name «FacialHair»)

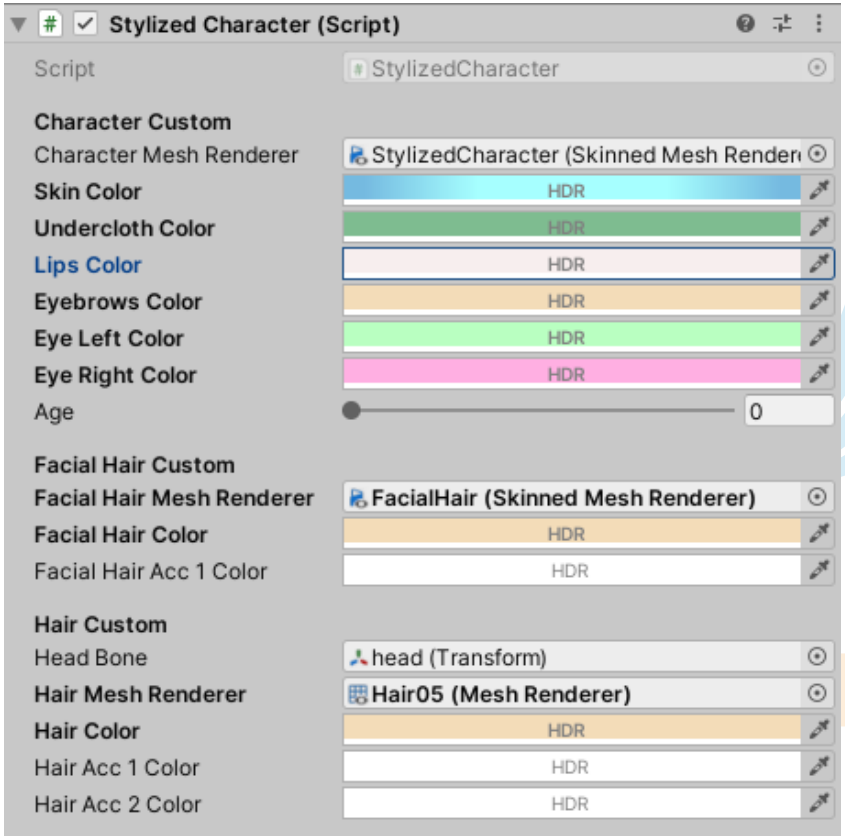


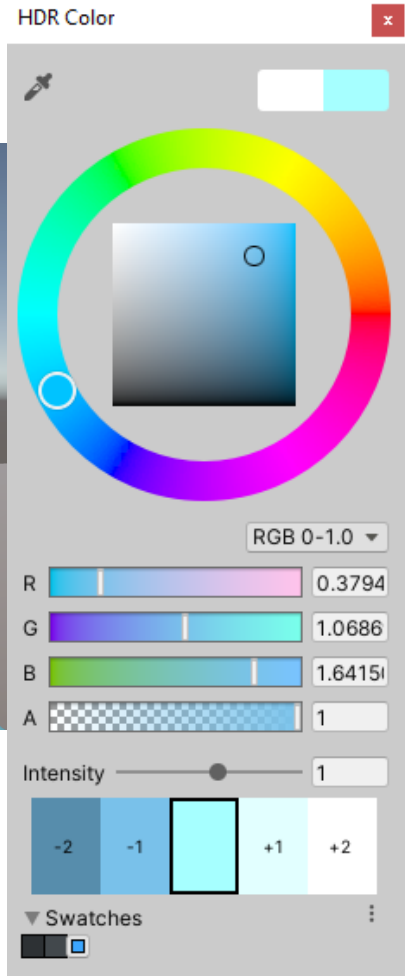
Character Color Customization (skin, eyes, hair...)

You can customize your character entirely :

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

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

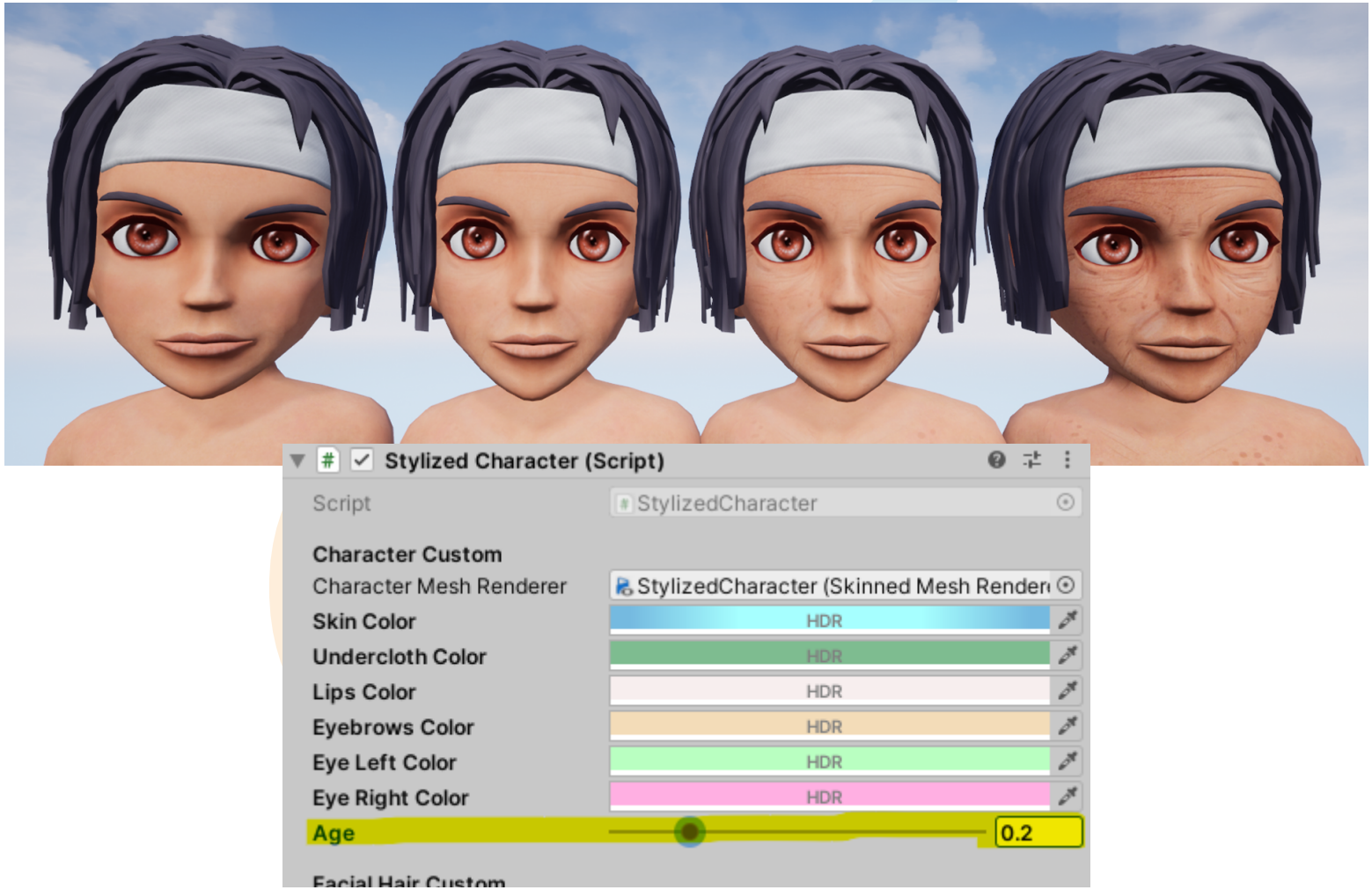




Character Age

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.



Wearing Outfits & Accessories

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.

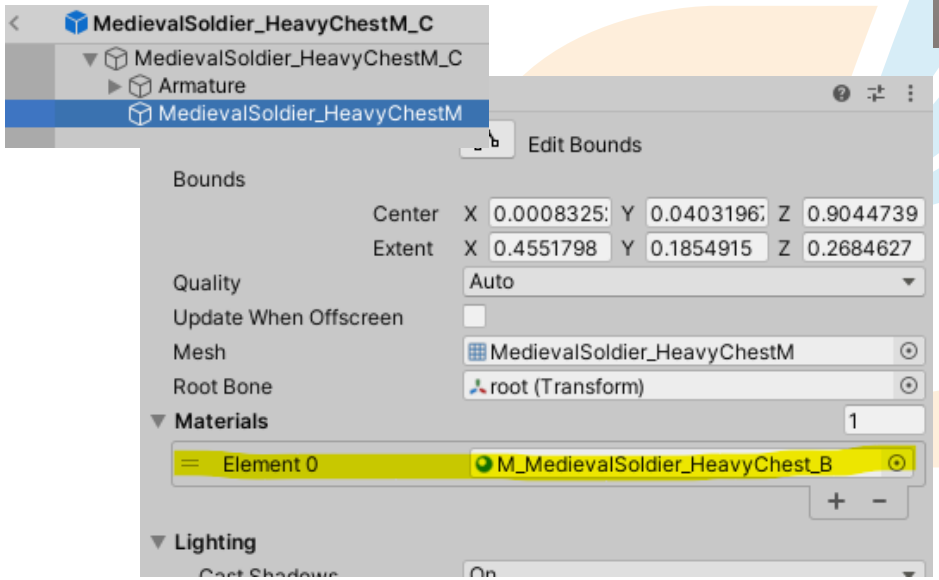
If you want your Outfit to be animated and deformed with your character, keep the Outfit prefab on the root of your character prefab.

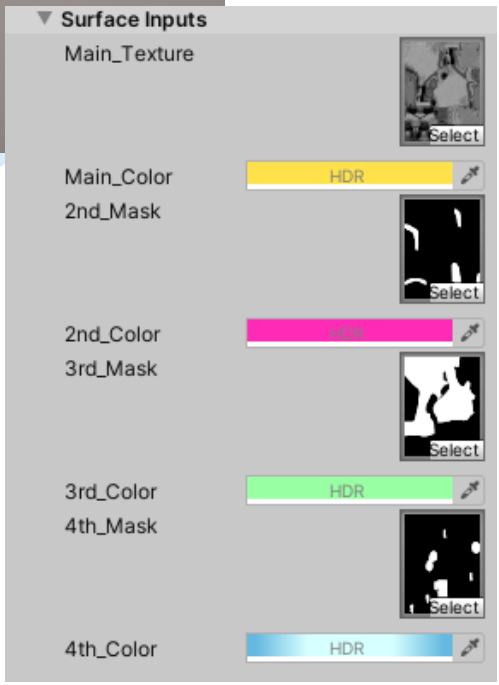
Outfits Color Customization

You can create as many outfit variants as you want.

To create outfit variant, duplicate the Material of your outfit and change colors as you want.

Next, duplicate the prefab of your outfit, open it and assign your new Material in your outfit Skinned Mesh Renderer.



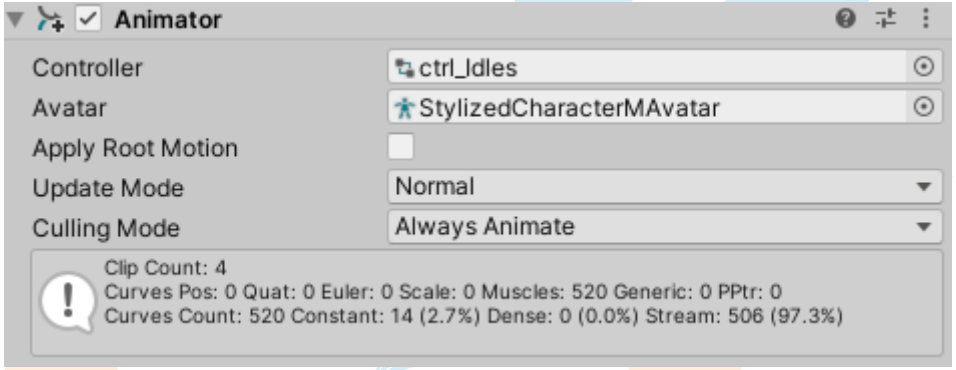


Adding Humanoid Animations

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 :

- 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



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