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ABOUT

This is a customizable character pack, based on male and female groups of character parts separated in legs, torsos, heads and hairs.

SET CHARACTER

SetCharacter allows you to easily create a character using multiple parts available in the pack.

Below you can click on the image link for the video tutorial .



TUTORIAL:

- 1) Drop animation skeleton on scene.
There are two animation skeleton for male and female animations. They are located in:
Assets\Cartoon Heroes\Female\3D\Animation Skeleton\
Assets\Cartoon Heroes\Male\3D\Animation Skeleton\
2) Add 'Set Character' component.
Script is located in Assets\Cartoon Heroes\Scripts\SetCharacter\

SET CHARACTER

3) Create 'Item Groups'

For the current content of the pack, create 4 groups of character parts:

- Legs
- Torsos
- Heads
- Hairs

Slots parameter sets the number of available object fields for each group.

For example for legs group set slots to 4, so you can set the 4 sets of legs included in this pack.

4) Drop models into the available fields.

You can find the character parts in the project:

Female base legs:	Assets\Cartoon Heroes\Female\3D\Legs\Base_Legs\
Female legs 1:	Assets\Cartoon Heroes\Female\3D\Legs\Legs_1\
Female legs 2:	Assets\Cartoon Heroes\Female\3D\Legs\Legs_2\
Female legs 3:	Assets\Cartoon Heroes\Female\3D\Legs\Legs_3\
Female base torso:	Assets\Cartoon Heroes\Female\3D\Torsos\Base_Torso \
Female torso 1:	Assets\Cartoon Heroes\Female\3D\Torsos\Torso_1\
Female torso 2:	Assets\Cartoon Heroes\Female\3D\Torsos\Torso_2\
Female torso 3:	Assets\Cartoon Heroes\Female\3D\Torsos\Torso_3\
Female head 1:	Assets\Cartoon Heroes\Female\3D\Heads\Head_1\
Female head 2:	Assets\Cartoon Heroes\Female\3D\Heads\Head_2\
Female head 3:	Assets\Cartoon Heroes\Female\3D\Heads\Head_3\
Female hair 1:	Assets\Cartoon Heroes\Female\3D\Hairs\Hair_1\
Female hair 2:	Assets\Cartoon Heroes\Female\3D\Hairs\Hair_2\
Female hair 3:	Assets\Cartoon Heroes\Female\3D\Hairs\Hair_3\
Female hair 4:	Assets\Cartoon Heroes\Female\3D\Hairs\Hair_4\

*Idem for Male character

5) Add an instance of each group to build character.

Using 'Add Item' you will instantiate a character part and it will attach to the animation skeleton by parenting to the corresponding bone.

6) Hide / Disable the animation skeleton's mesh.

The animation skeleton has a mesh for visual purposes but it can be disabled so only the animation is used for the character.

It is recommended that in the Animator component, Culling Mode is set to Always Animate.

To solve some issues when using the script in runtime.

7) Drop a sword to the scene. Parent it to 'Character R Hand' bone, and reset transform so it snaps into position.