

BRAIN
box

DWARF PACK

/ ANIMATED /

LOW POLY

Set of Characters for your game – RPG / platformer / strategy. Three dwarves ready to be geared up and sent on a quest **(1,2,3)**.

All assets are ready to use just by dragging them into your scene. However, they can be also customized to your needs. This tutorial will demonstrate how to attach addons from this project, as well as, your own.



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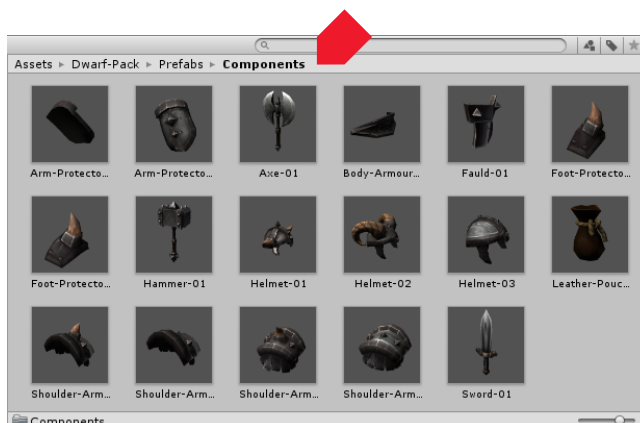
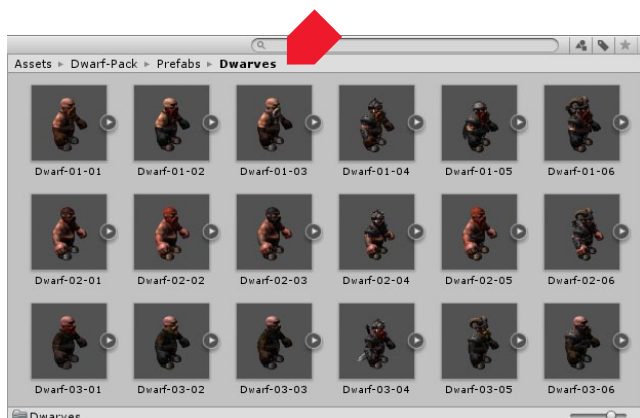
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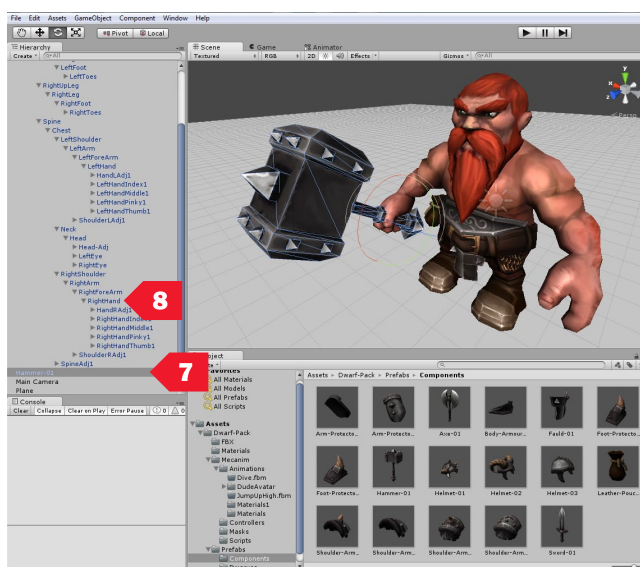
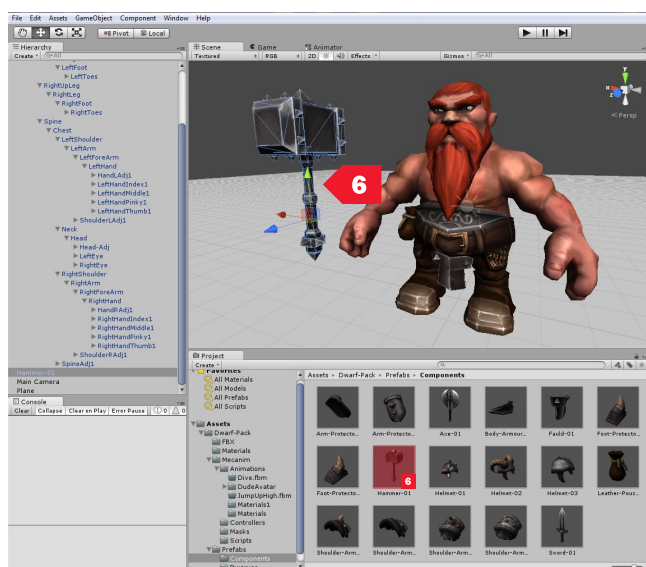
In the Prefabs > Dwarves folder (4) are 18 ready to use fully equipped Characters. In the Prefabs > Components folder (5) are addons, weapons and particle effects you can use to create countless custom variations.



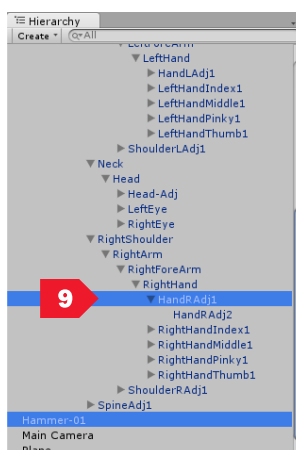
Drag-and-drop the selected character and addon into the Scene (6).

Position it in his hand. Adjust scale and rotation (7).

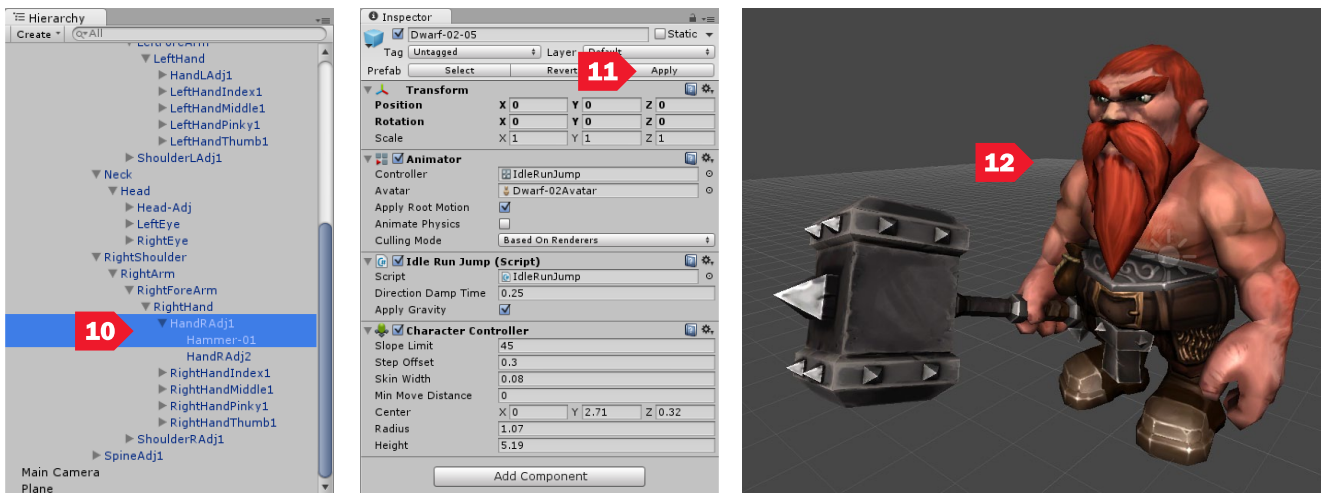
Find the bone to which you want to attach the addon in the Dwarf Armature hierarchy – we are placing a weapon into his right hand (RightHand) (8).



The hand has an Adjustment bone (HandRAAdj1), which serves as an empty slot for addons (9). Other attachment points such as the Head, Shoulders, Feet, Hips, Spine and Left hand also have adjustment bones.



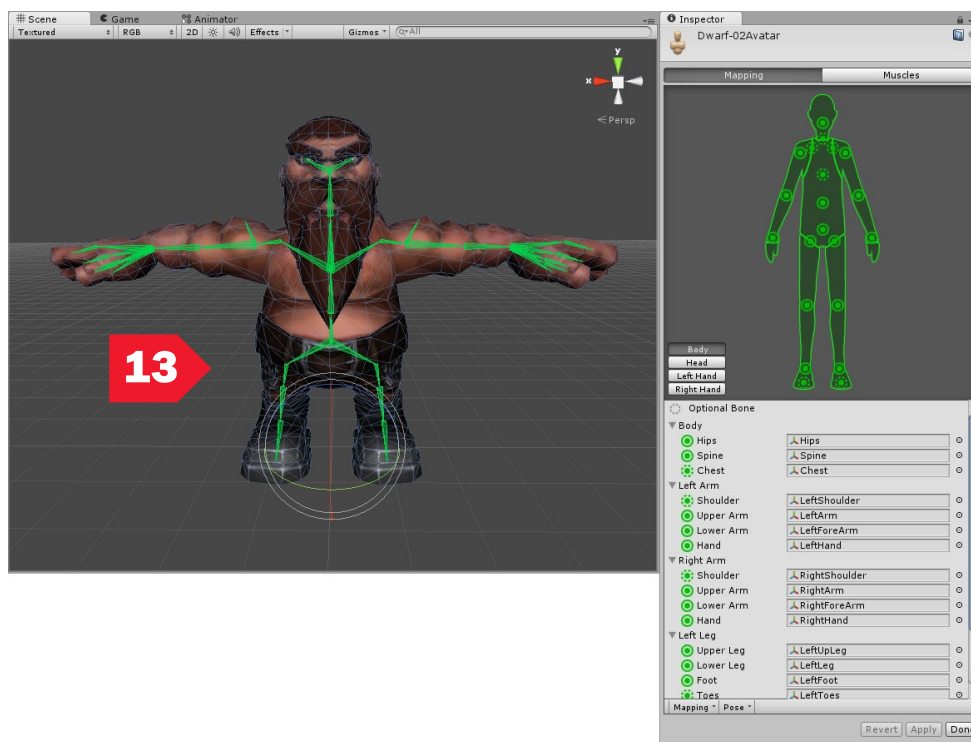
Drag-and-drop the weapon under the HandRAAdj1 (10), apply changes (11) and test the setup (12).



Same steps apply if you have your own assets to equip (weapons, gear,..). Import your asset to unity and make it a prefab. Place it into the scene. Position it to your liking and drag-and-drop it onto the bone to which you wish to attach it.

ANIMATIONS

Dwarves' Armature is a Humanoid Rig (13). The Example Scene includes a Mecanim ready setup (sample Controller, 10 Animations and Scripts from the official Unity Mecanim Demo). It demonstrates compatibility with third party animations launched for Unity. For example, Mixamo where you can find thousands of animations that you can use with these characters.





Thanks for your attention. :]

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