



SANTA CLAUS

/ ANIMATED /

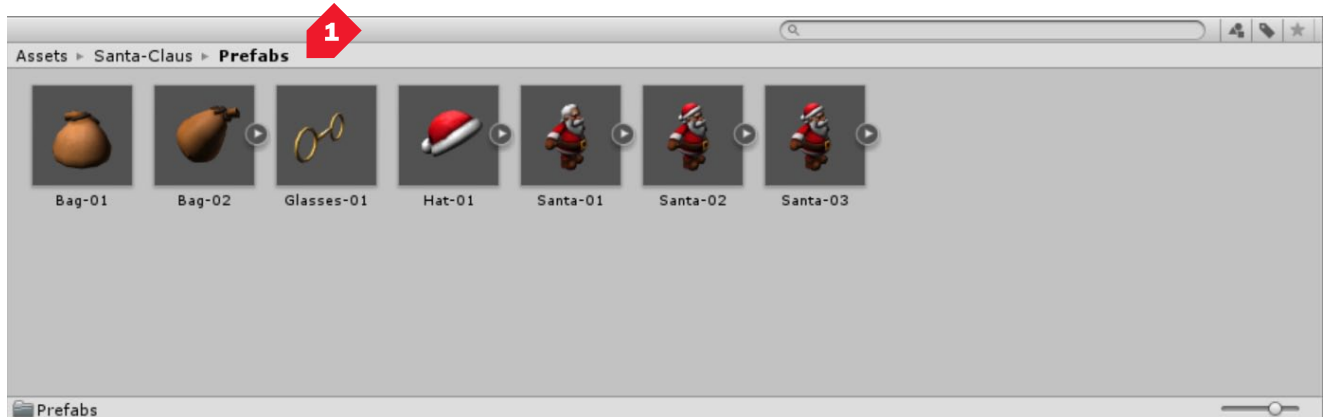
LOW POLY

Christmas character for your game – RPG / platformer / strategy. Comes with a hat, glasses and two present bags.

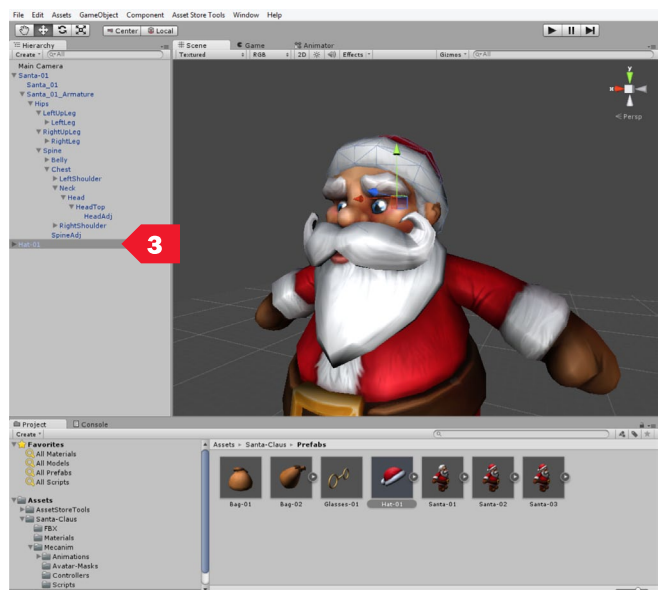
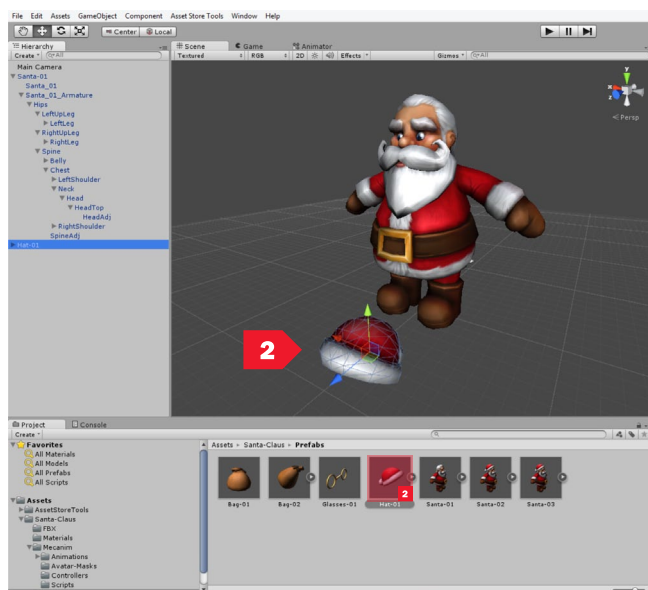
All assets are ready to use just by dragging them into your scene. However, they can be also customized to your needs. This tutorial will demonstrate how to attach addons from this project, as well as, your own.



In the Prefabs folder **(01)** you will find 3 Santa prefabs, 2 bags, a pair of glasses and a hat.



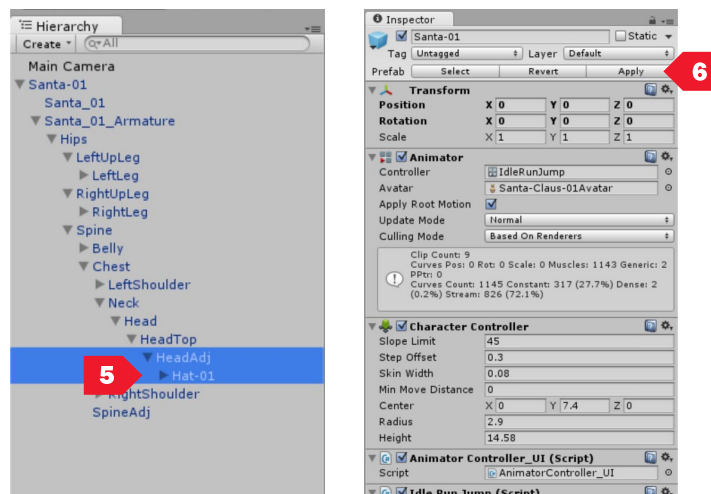
Drag-and-drop the character into the scene. Repeat for the selected addon, in our case a hat **(02)**. Position the addon on his head. Adjust scale and rotation if needed **(03)**. Find the bone to which you want to attach the addon in the Santa Armature hierarchy – we are placing a hat on his head (Head).



The head has an Adjustment bone (HeadAdj), which serves as an empty slot for addons **(04)**. Other attachment points such as the Hands and Spine have adjustment bones as well.



Drag-and-drop the hat under the HeadAdj (05), apply changes (06) and test the setup.



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

Santa Armature is a Humanoid Rig (07). The Example Scene includes a Mecanim ready setup (sample Controller, 3 Animations and Scripts from the official Unity Mecanim Demo). It demonstrates compatibility with official Unity Mocap Animations, as well as, third party animations. For example, Mixamo where you can find thousands of animations you can use with these characters.





Thanks for your attention. :]

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