



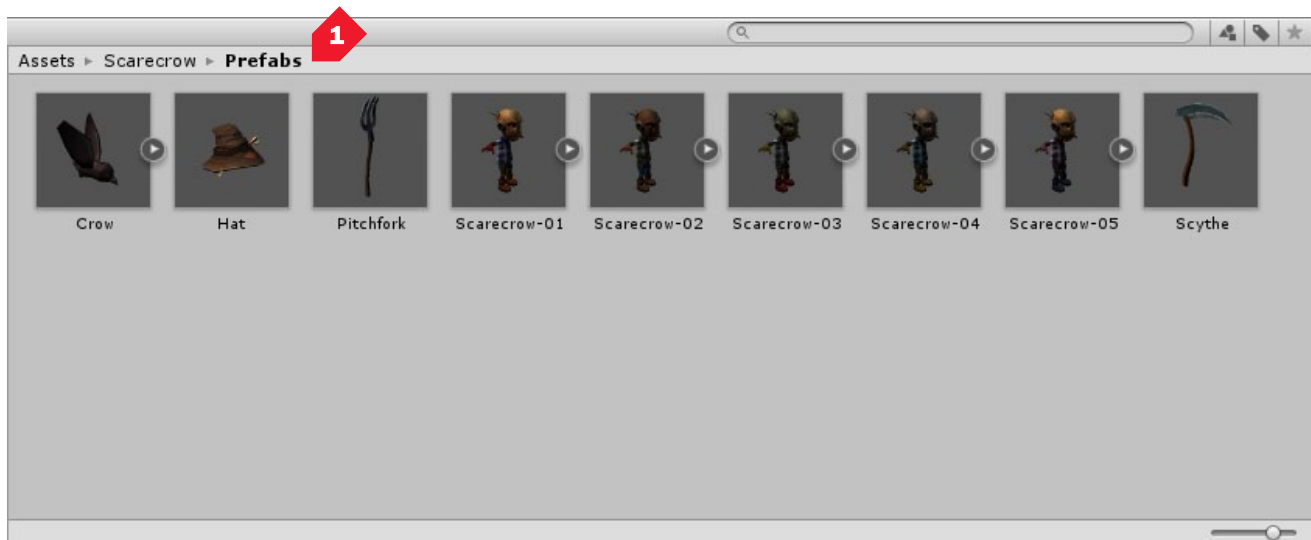
SCARECROW / ANIMATED / LOW POLY

Spooky Halloween characters for your game – RPG / platformer / strategy. 5 scarecrows wielding a Scythe or a Pitchfork, accompanied by a faithful Crow minions.

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.

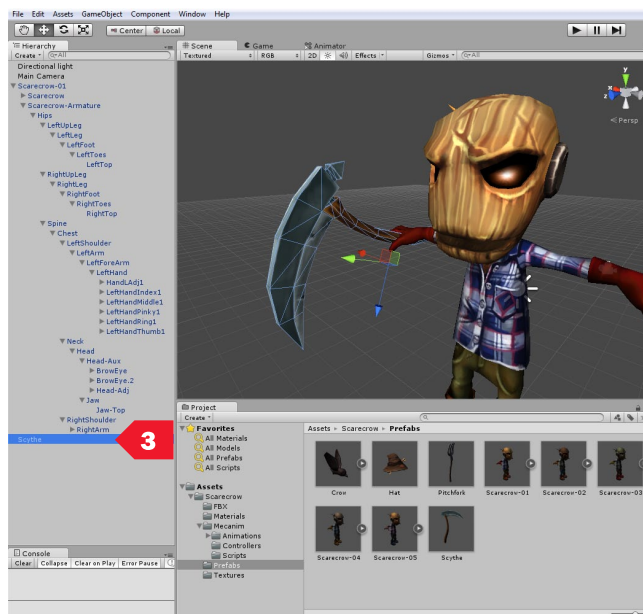
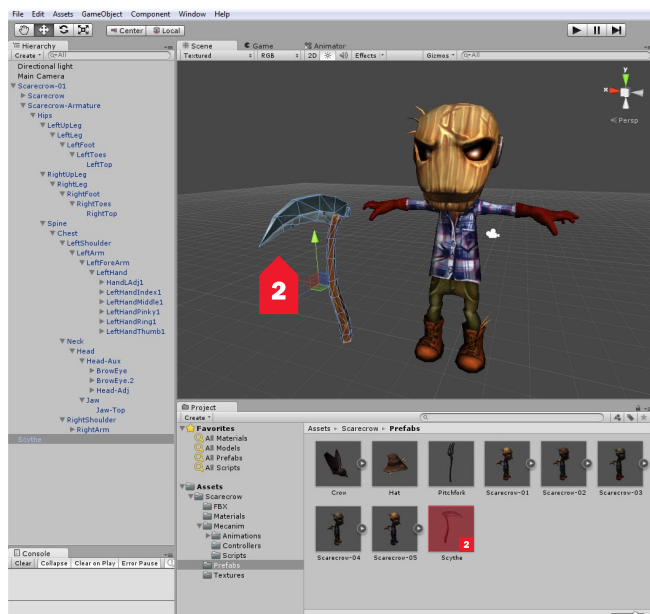


In the Prefabs folder **(01)** you will find 5 Scarecrow prefabs, a scythe, a pitchfork, a hat, and a crow.

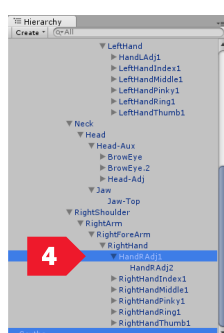


Drag-and-drop a selected character into the Scene. Repeat for the selected addon **(02)**. Position the addon in his hand. Adjust scale and rotation **(03)**.

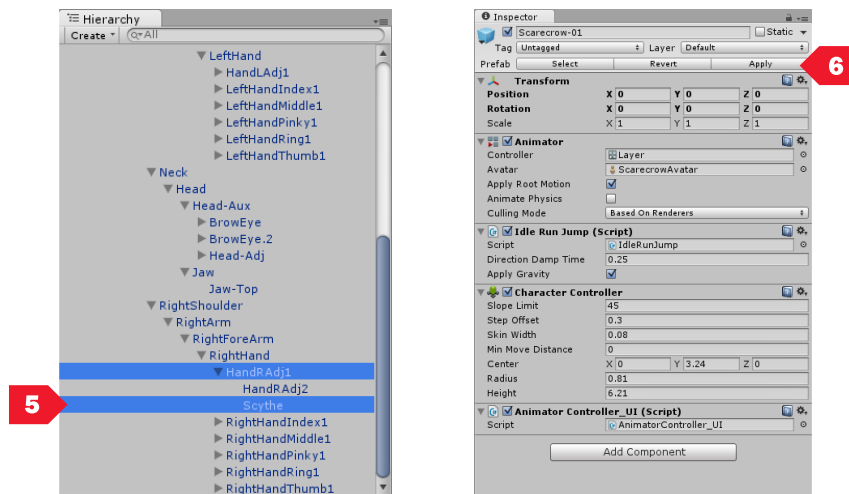
Find the bone to which you want to attach the addon in the Scarecrow Armature hierarchy – we are putting a weapon in his right hand (RightHand).



The hand has an Adjustment bone (HandRAAdj1), which serves as an empty slot for addons **(04)**. Other attachment points such as the Head, Spine and Left hand also have adjustment bones.



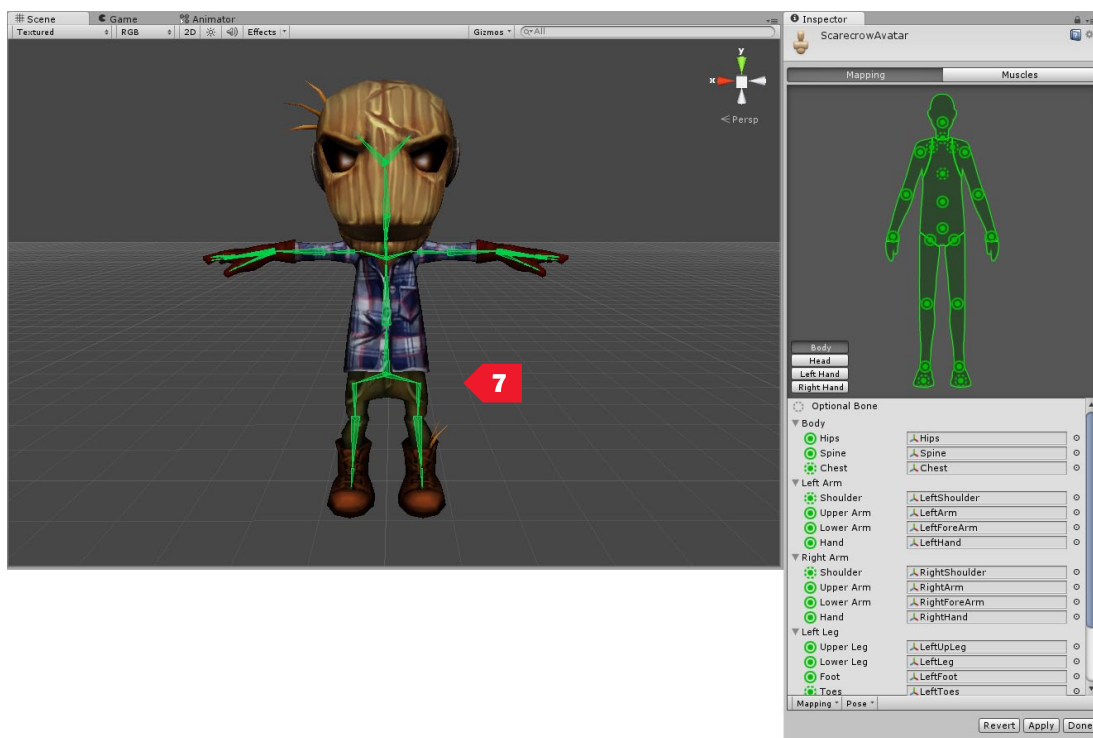
Drag-and-drop the weapon under the HandRAdj1 (05), apply changes (06) and test the setup.



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

Scarecrow 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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