# 2D CUSTOMIZABLE CHARACTER
MALE

QUICK START

To get started creating characters, just drag the 'Male Character'-prefab into the scene.
(I would recommend making a copy of the prefab in case you overwrite it while creating a character)

The prefab has all the art and the animations for each direction.

To help to build characters in the editor there is a script, it's already added in the parent object of the prefab.
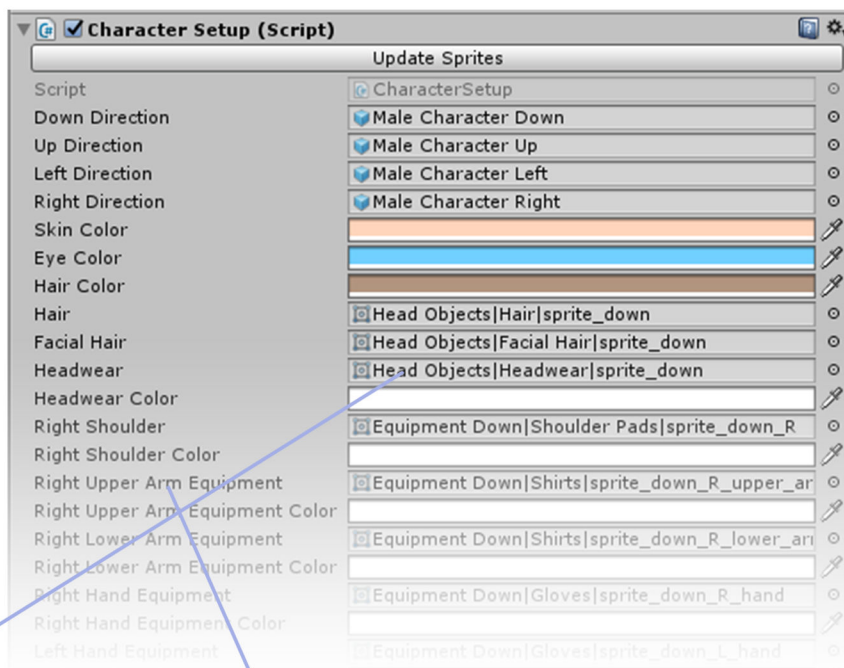
HELP SCRIPT

Put the appropriate sprite from the texture atlas in the correct body part slot, it can be hard to visually see so you want to read the name of the sprites which tell you where it intends to go. There are also example characters done in the package that you can have a look at.
Use the 'Down' direction sprites when adding equipment, so look for sprite names with 'down' in them.
When you feel happy with the character, click the 'Update Sprites'-button on the top and the equipment will be applied to all the directions.

Please note that this is a simple script to help you build characters in the editor, it's not intended to be a custom character creation system.

HINT: An easy way to find the assets you are looking for, click a sprite slot in the inspect and it will, in the project window, bring you to where you can find the correct assets in the atlas.
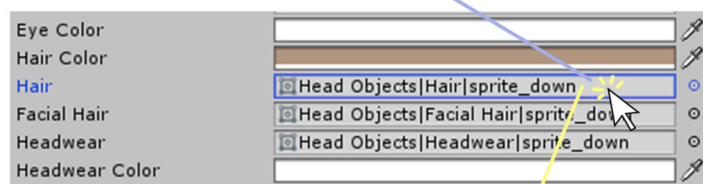
If the head proportion isn't to your taste, it's possible to scale it down or up from the root object called 'head'. You would need to do this for all 4 directions.
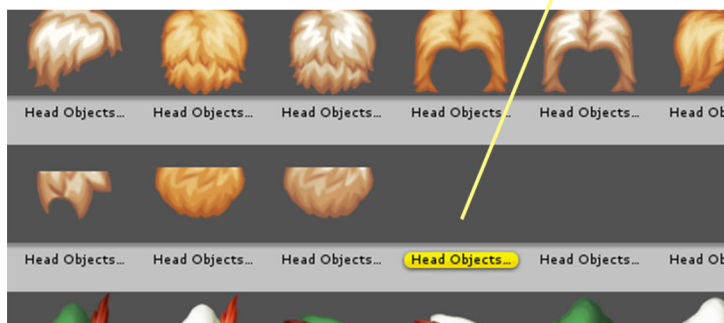
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TECHNICAL DETAILS

The Character comes in 3 directions, facing up, down and to the side(flip it for both directions). Each has its own parent object and contain all the sprites and animations ready to use.

The character is divided into different parts to allow joint animations. Each part has a sprite and can be changed and colored to create different characters or allow players to customize his character.

Sprites name have different prefix depending on which direction they belong to, for an example 'Body|Down|' assets belong to the down direction of the character.

prefix   suffix

▼ 🔲 ☑ **Sprite Renderer**
Sprite   🔲 Body|Down|down_head_tintable
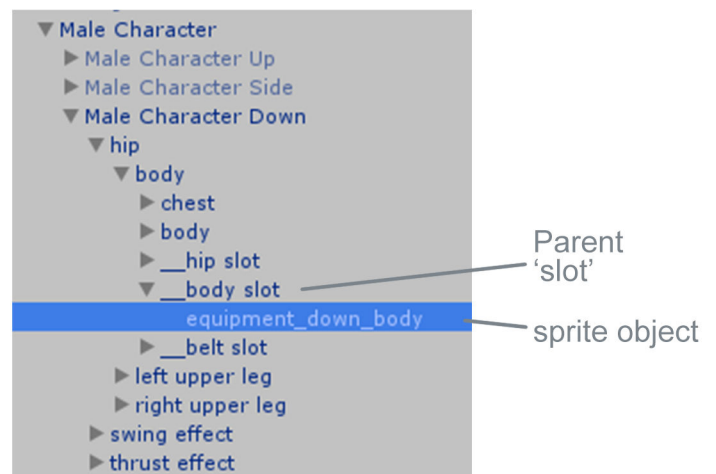
TINTABLE SPRITES

All body parts and most of the item sprites have a tintable version which you can give a unique color, you can find them by the suffix '_tintable' in their asset names. These assets are made to work with Unity's default color attribute. It's as easy as selecting the object in the scene hierarchy and then picking a color under sprite renderer in the inspector.

tintable suffix

▼ 🔲 ☑ **Sprite Renderer**
Sprite   🔲 Body|Down|down_head_tintable
Color

color
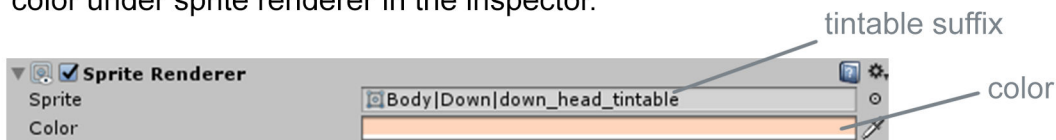
CUSTOMIZABLE SLOTS

The characters hierarchy contains parents acting as slots where you change clothes, hair, facial hair etc, These can easily be identified by their prefix '__'. Just change the sprite of the gameobject child of these slots. Some clothes contain multiple parts, like the plate armour contain a sprite for the chest and the body. The suffix will tell which sprite goes where. For an example, 'shirt_down_chest' is a shirt that is used on the chest of the character facing down.
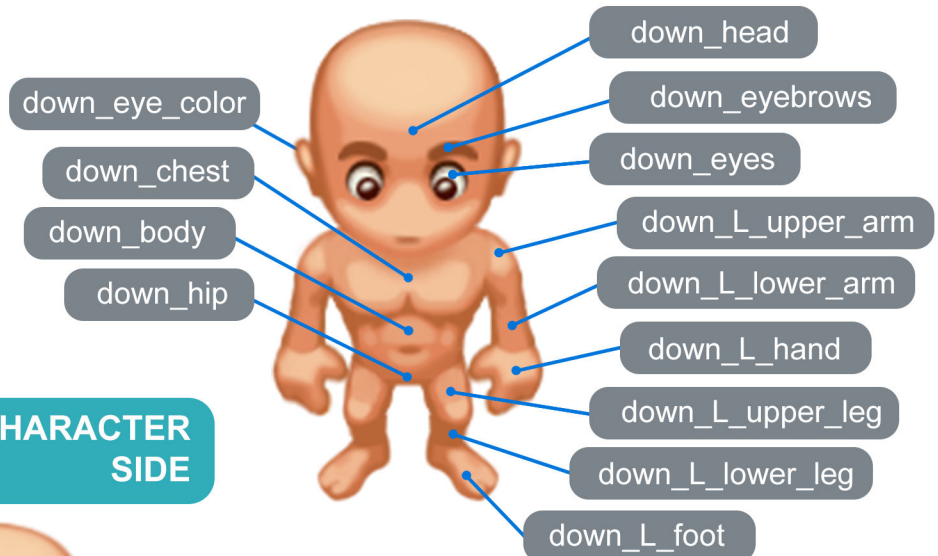You can also create and put your own art in these slots.

▼ Male Character
   ▶ Male Character Up
   ▶ Male Character Side
   ▼ Male Character Down
      ▼ hip
         ▼ body
            ▶ chest
            ▶ body
            ▶ __hip slot
            ▼ __body slot
               equipment_down_body
            ▶ __belt slot
         ▶ left upper leg
         ▶ right upper leg
      ▶ swing effect
      ▶ thrust effect

Parent 'slot'

sprite object

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BODY PART OBJECTS

Note: Left and right side are named with _L_ or _R_. Change these to the opposite for the other side.
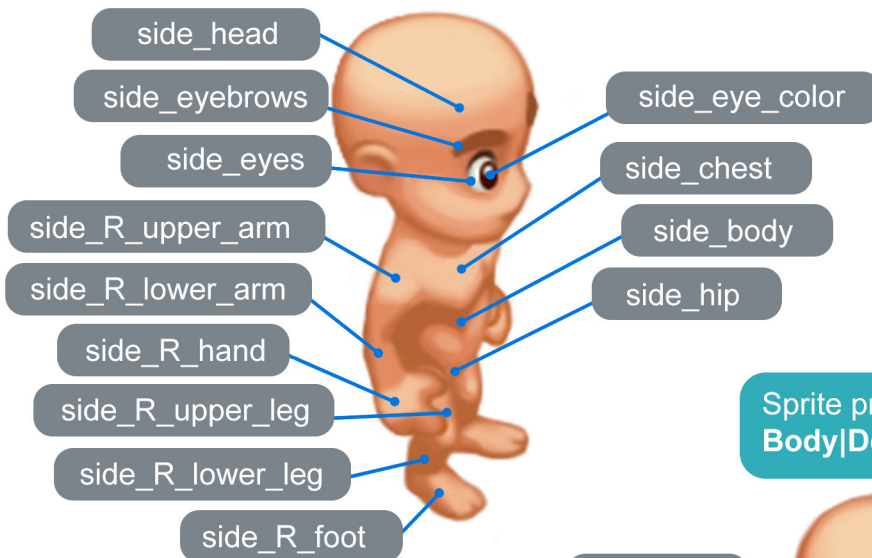
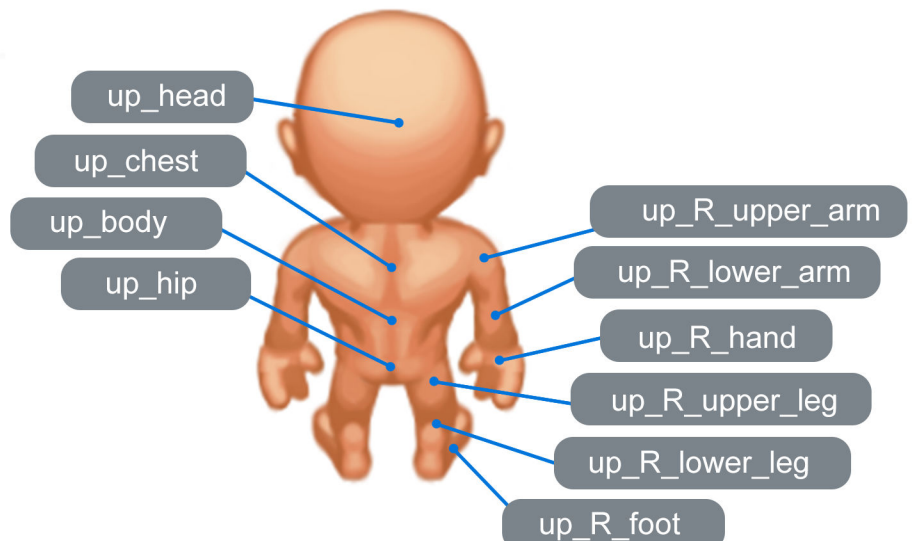**Sprite prefix** Body|Down| — **MALE CHARACTER DOWN**

- down_head
- down_eyebrows
- down_eyes
- down_eye_color
- down_chest
- down_body
- down_hip
- down_L_upper_arm
- down_L_lower_arm
- down_L_hand
- down_L_upper_leg
- down_L_lower_leg
- down_L_foot

Sprite prefix Body|Side| — **MALE CHARACTER SIDE**

- side_head
- side_eyebrows
- side_eyes
- side_eye_color
- side_chest
- side_body
- side_hip
- side_R_upper_arm
- side_R_lower_arm
- side_R_hand
- side_R_upper_leg
- side_R_lower_leg
- side_R_foot

Sprite prefix Body|Down| — **MALE CHARACTER UP**

- up_head
- up_chest
- up_body
- up_hip
- up_R_upper_arm
- up_R_lower_arm
- up_R_hand
- up_R_upper_leg
- up_R_lower_leg
- up_R_foot

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CUSTOMIZABLE SLOT OBJECTS

Note: Left and right side are named with _L_ or _R_. Change these to the opposite for the other side.
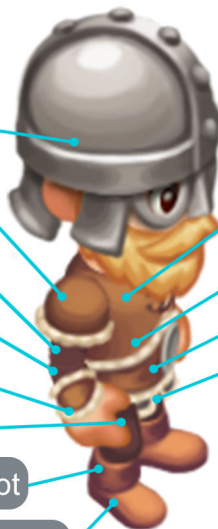
__hair slot
__facial hair slot
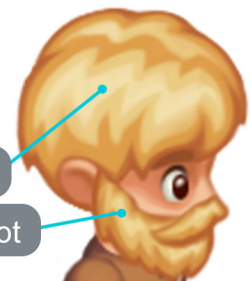__chest slot
__body slot
__belt slot
__hip slot

MALE CHARACTER DOWN

__headwear slot
__left shoulder slot
__left upper arm slot
__left lower arm slot
__left hand slot
__left upper leg slot
__left lower leg slot
__left foot slot

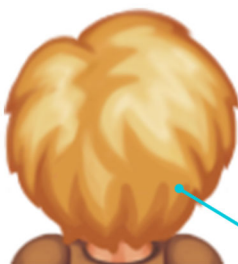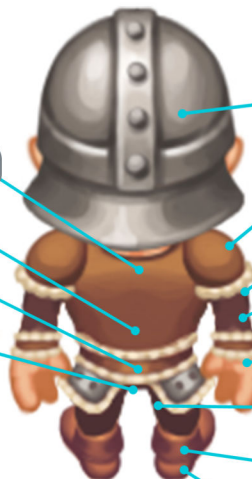### MALE CHARACTER SIDE

__headwear slot
__right shoulder slot
__right upper arm slot
__right lower arm slot
__right hand slot
__right upper leg slot
__right lower leg slot
__right foot slot

__chest slot
__body slot
__belt slot
__hip slot

__hair slot
__facial hair slot

MALE CHARACTER UP

__headwear slot
__right shoulder slot
__right upper arm slot
__right lower arm slot
__right hand slot
__right upper leg slot
__right lower leg slot
__right foot slot

__chest slot
__body slot
__belt slot
__hip slot
__hair slot

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CONTACT

If you have any questions, need help or got your own suggestions you can contact me by email at: danielthomasart@gmail.com

If you're interested in more assets, have a look at my other Unity page:
https://assetstore.unity.com/publishers/15413

To find more art from me, look at my website:
http://www.danielthomasart.com