This character model belongs to Japanese anime style. This model has been converted into fbx file using Blender. Users can add their favorite animations on Mixamo website.

Character name : Arisa
Character age:18
Character information: Chairperson of the student council

Polycount:
Verts:16592
Faces:23081
Tris:23081
Fifteen textures for the character

List of animations:
Idle(Default)
Walk/Run(Default) : WAD
Jump(Default) : W + Space
GoBack(Default) : S
Gesture(Default) : Space
  (More animations please refer to the following instruction)
LeftShift : Change camera

More specially character models website, include free and paid, can be used commercially, but the author's website must be posted in credit:

My Asset Store Web:

https://assetstore.unity.com/publishers/47045?preview=1

Taiwan Website(Contains many personally produced game experiences) :

https://home.gamer.com.tw/homeindex.php

Reddit Website(Contains many personally produced game experiences)

https://www.reddit.com/user/alex94i60/comments/fb74gi/share_the_multiplayer_game_made_by_unity_gemini/
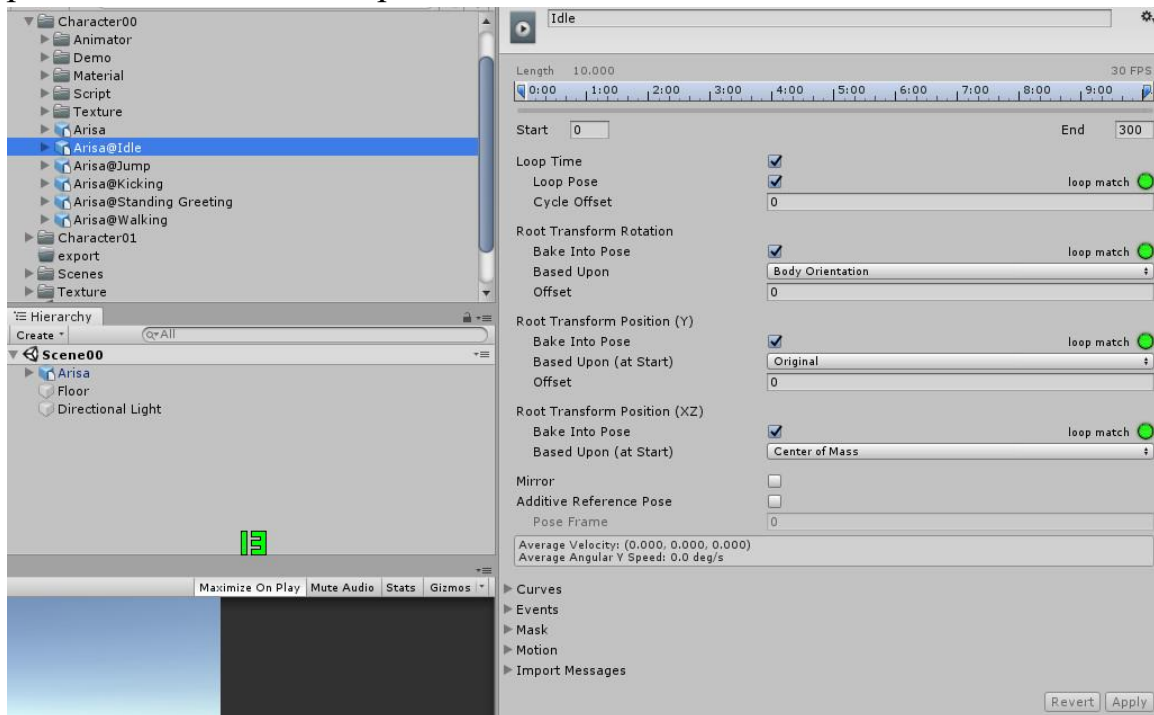
1. Normally, the model has been assembled, but if there is a problem with the material of the model after importing, please follow the steps below:
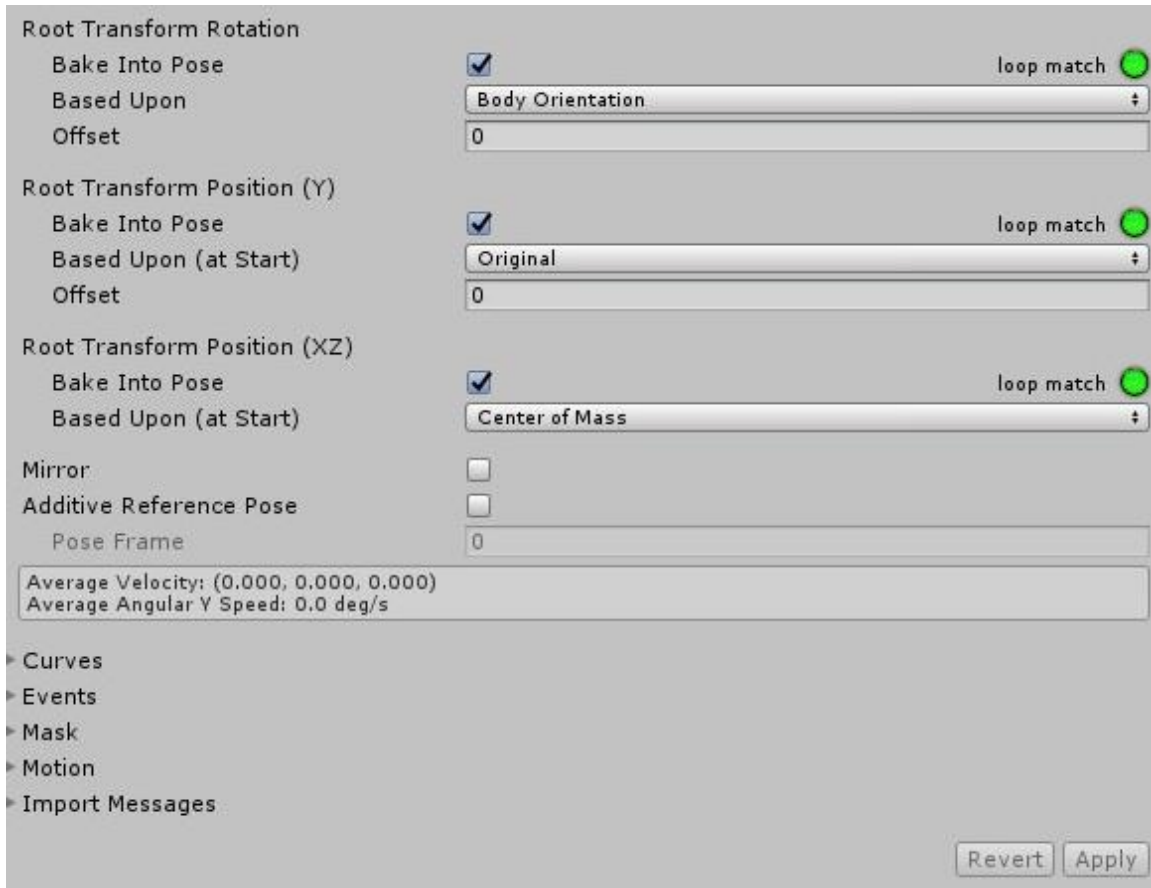
* Drag the materials to the field, then click Apply
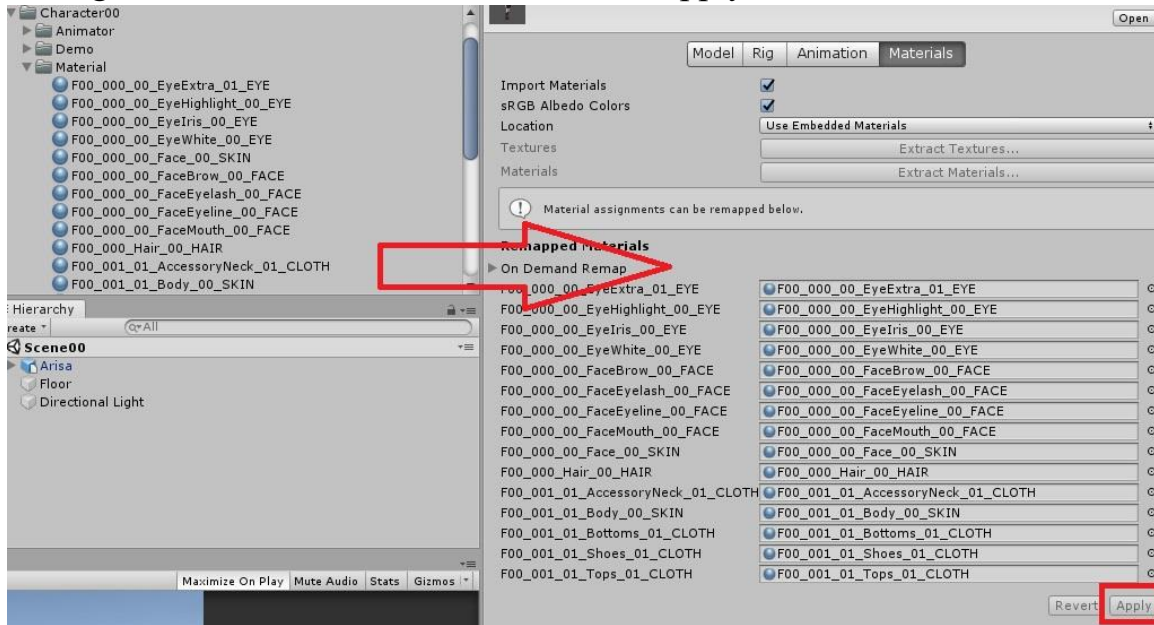
2. Set Animation. If you need to press and hold keyboard like Idle, Walk, please check these five options:

3.If you only need to click the keyboard like Jump or Attack, please check these three options:
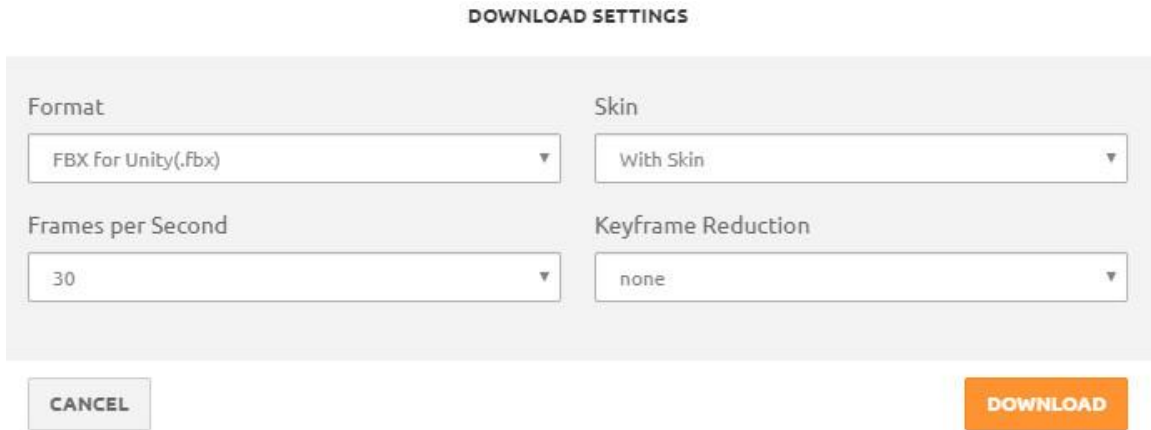

4. To download more Animation, please search for "Mixamo" on Google, enter the official website and register for an account

5. After logging into your Mixamo account, click on "Upload Character" on the right, then drag our Arisa.fbx file into it, then please give Mixamo some time to load the model
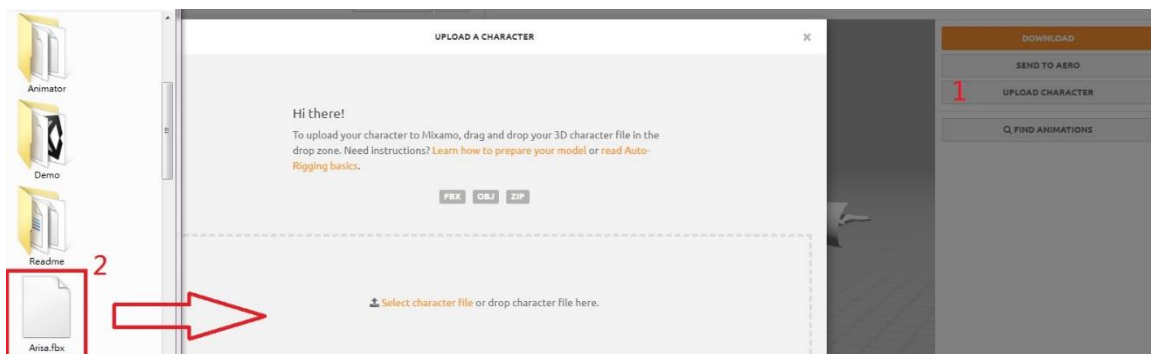
6. Then select the Animation you want, then press Download

7. Move your downloaded Animation file from the download folder to the Asset folder

8. Then start to repeat the above steps No1, No2, No3 (Material / Animation Option)

9. For example, we just downloaded "Arisa @ Standing Greeting" from Mixamo and dragged this file to the Asset folder. Then we select it in Unity and then go to Rig change to (Humanoid / Copy From Other Avatar). Drag ArisaAvatar to Source and press Apply to finish