Update:20200926 update : fix some texture and picture

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) : <u>https://home.gamer.com.tw/homeindex.php</u>

Reddit Website(Contains many personally produced game experiences) https://www.reddit.com/user/alex94i60/comments/fb74gi/share_the_multipla yer_game_made_by_unity_gemini/

* Take Arisa as an example

 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:

Root Transform Rotation		
Bake Into Pose		loop match 🔘
Based Upon	Body Orientation	*
Offset	0	
Root Transform Position (Y)		
Bake Into Pose		loop match 🔘
Based Upon (at Start)	Original	+
Offset	0	
Root Transform Position (XZ)		
Bake Into Pose		loop match 🔘
Based Upon (at Start)	Center of Mass	;
Mirror		
Additive Reference Pose		
Pose Frame	0	
Average Velocity: (0.000, 0.000, 0 Average Angular Y Speed: 0.0 deg/s	.000) s	
Curves		
Events		
► Mask		
Motion		
Import Messages		
		Revert Apply

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

T	UPLOAD A CHARACTER	×		DOWNLOAD
				SEND TO AERO
Animator	Hitheret			UPLOAD CHARACTER
5	To upload your character to Mixamo, drag and drop your 3D character file in the			Q FIND ANIMATIONS
Demo	Rigging basics.			
	PBK OBJ ZIP			
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Readme 2				
Arisa.fbx				

6. Then select the Animation you want, then press Download

DOWNLOAD SETTINGS

	Skin	
¥	With Skin	*
	Keyframe Reduction	
v:	none	٣
٣	none	
	v v	Skin With Skin Keyframe Reduction none

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

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組合管理 ▼ 共用對象 ▼ 農総	新道咨料本		
☆ 我的最愛 ■ 下載	文件 媒體櫃 Character00		

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

