POLYBAY™

humanoid editor©

take note!

Back up your work before importing this package.

This package contains a utility for editing humanoid characters.

Quickly create unique characters by editing their bones using sliders. Save your unique creations to your assets folder.

Typical workflow:

I Input character prefab

1. Add a character prefab to your scene
2. Create a duplicate of the prefab to work from
3. Open humanoid.editor from the JWDSN drop down menu
3. Insert the duplicated prefab into the 'prefab' field
4. Choose a joint orientation*
*to determine the joint orientation of your character select a bone (not a mesh) and take note of the upward pointing axis
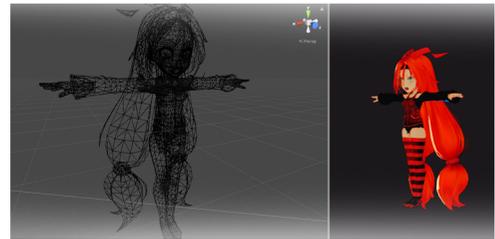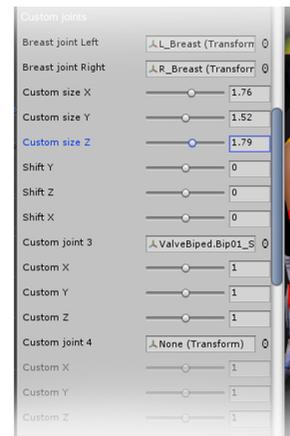
II Customize your character

5. Use the sliders to edit features*
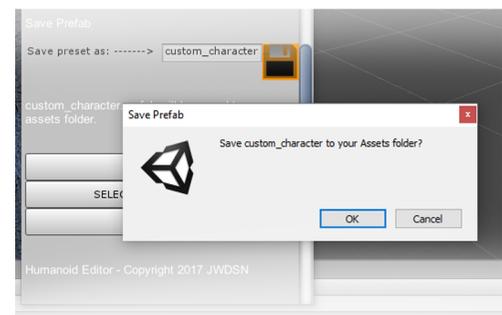*sliders controlling non-existant bones will be grayed out
6. Input a non-humanoid joint to edit custom bones
7. Input a mesh with blendshapes to reveal blenshape sliders

III Save your character

8. Input a save name into the 'Save preset as' field
9. Hit the save button
*prefabs are automatically save to your assets folder
10. Save and create another one!

Warning

This utility will save data to your storage hardware. The dev accepts no responsibility for data loss or hardware damage.