



Supercyan Character Packs

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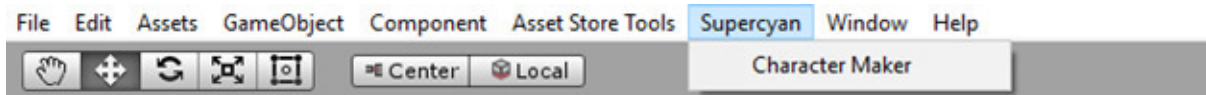
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Details

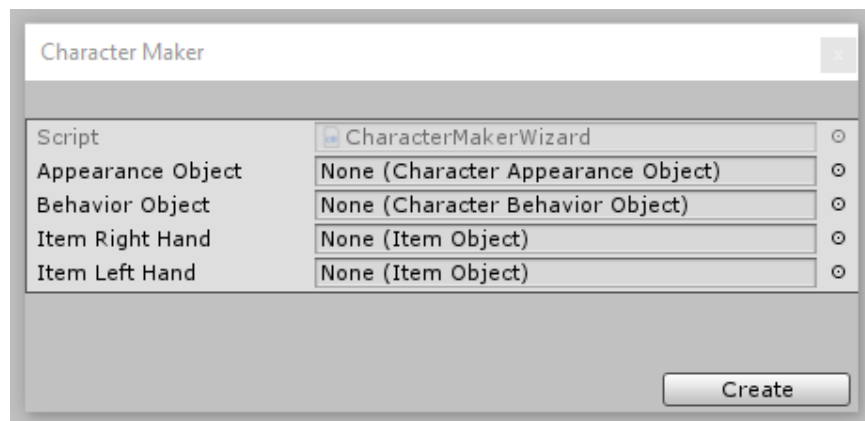
- Each pack contains new models and prefabs
- When a new pack is released, older packs are updated with new animations and behaviors
- Supercyan Character Maker
 - A new tool used to combine appearance and behavior objects to create full characters
 - Appearance Objects are unique to the pack they are released with
 - New Behavior Objects are added to all packs when a new pack introducing them is released
 - Item Objects are unique to the pack they are released with

Supercyan Character Maker

- The Character Maker can be found under Supercyan on the taskbar



- This opens a new window



- In this window you can spawn a character prefab on the scene by *combining an Appearance and a Behavior object*
- You can also add items and they will be moved on the right spot in the character hierarchy
 - You can create Item Objects through Unity create menu. These items require a prefab that has the ItemLogic component attached to them.
 - You can also create Item Animations Objects through the create menu in which you can define animations for the item to use, these are then attached to the Item Logic components.

README

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[Support](#)

For support contact us at: supercyan@wearebind.com