Pixel Crushers presents

Arteria3D Wardrobe Setup Guide

for

Unity Multipurpose Avatar

v1.1

Contents

Chapter 1: Overview

The Unity Multipurpose Avatar system (UMA) is an open source project that lets you add customizable characters to your projects. Arteria3D Wardrobe Packs are high quality outfits that you can dress your characters with. They support UMA's Dynamic Character System (DCS), which makes it easy to manage your characters' appearances.

Here are some useful general-purpose UMA links:

- Asset Store: https://assetstore.unity.com/packages/tools/uma-2-unity-multipurpose-avatar-35611
- Wiki: http://umawiki.secretanorak.com/Main_Page
- Open Source Repository: https://github.com/umasteeringgroup/UMA

The rest of this manual describes how to use Arteria3D Wardrobe Packs with UMA. These wardrobe packs have been created by Arteria3D and published on the Unity Asset Store by Pixel Crushers.

How to Get Help

We're here to help! If you get stuck or have any questions, please contact us any time at support@pixelcrushers.com or visit http://pixelcrushers.com.

We do our very best to reply to all emails within 24 hours. If you haven't received a reply within 24 hours, please check your spam folder.

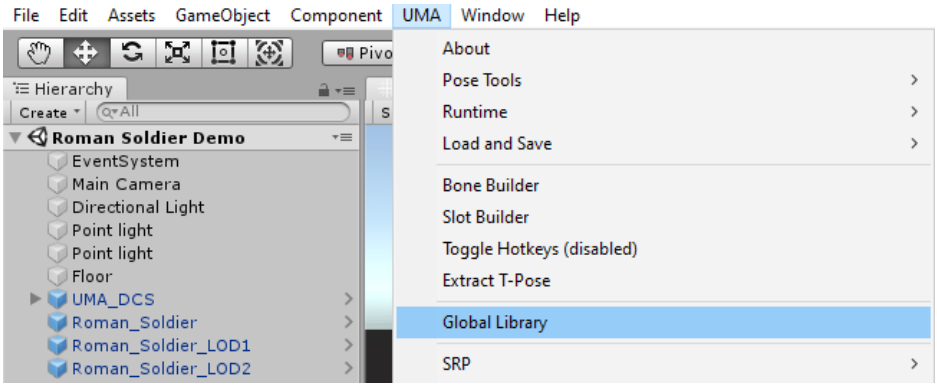
Chapter 2: Install the Wardrobe Pack

Follow these instructions to set up your wardrobe pack.

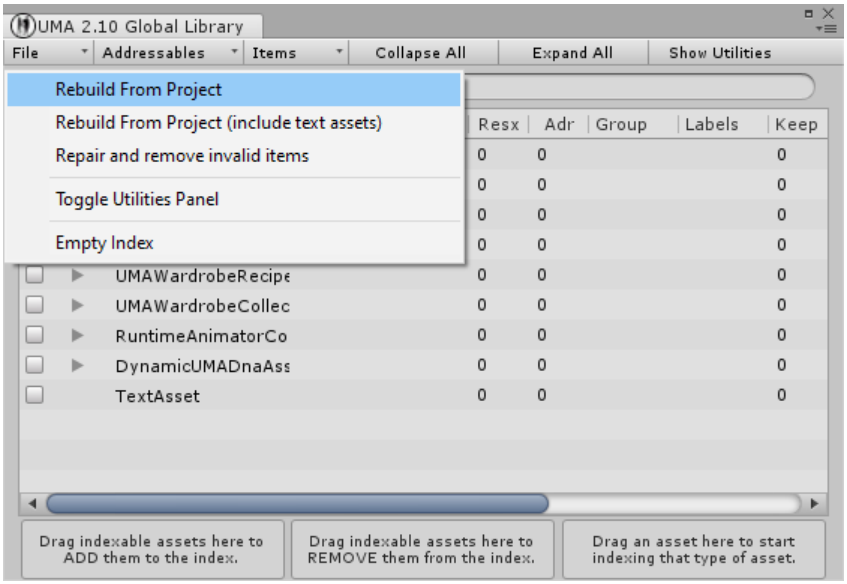
1. Import UMA 2.9+: https://assetstore.unity.com/packages/tools/uma-2-unity-multipurpose-avatar-35611

2. Import the wardrobe pack.

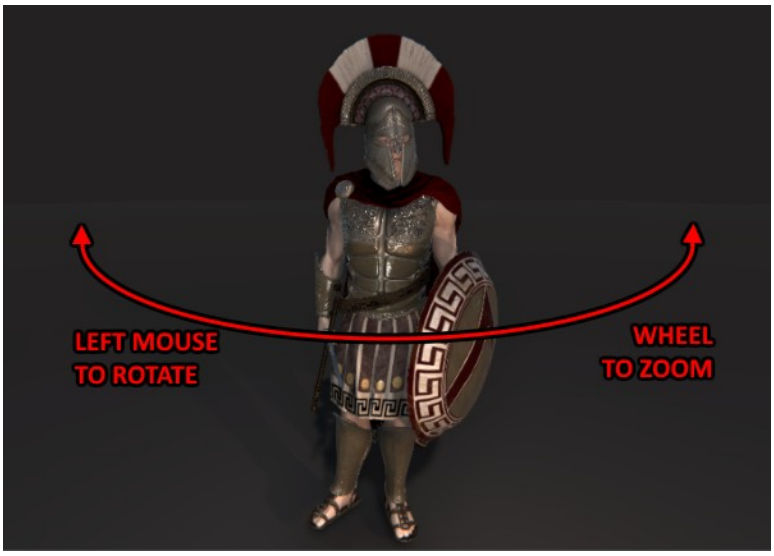
3. Select menu item **UMA > Global Library**:



4. Drag the wardrobe package folder into the Global Library Window's drag area, or select menu item **File > Rebuild From Project**:



5. Run the demo scene provided with the pack. Hold down the left mouse button to rotate the camera. Use the mouse wheel to zoom.



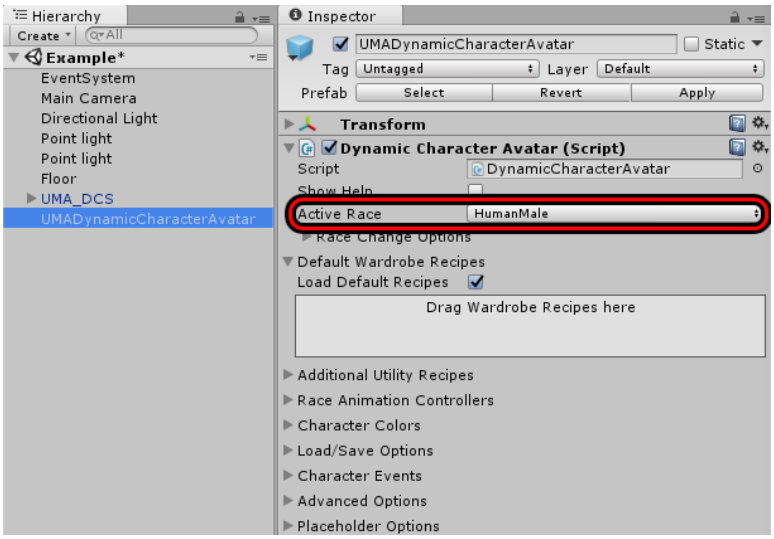
Chapter 3: Create a Custom Character

Follow these instructions to create a custom character.

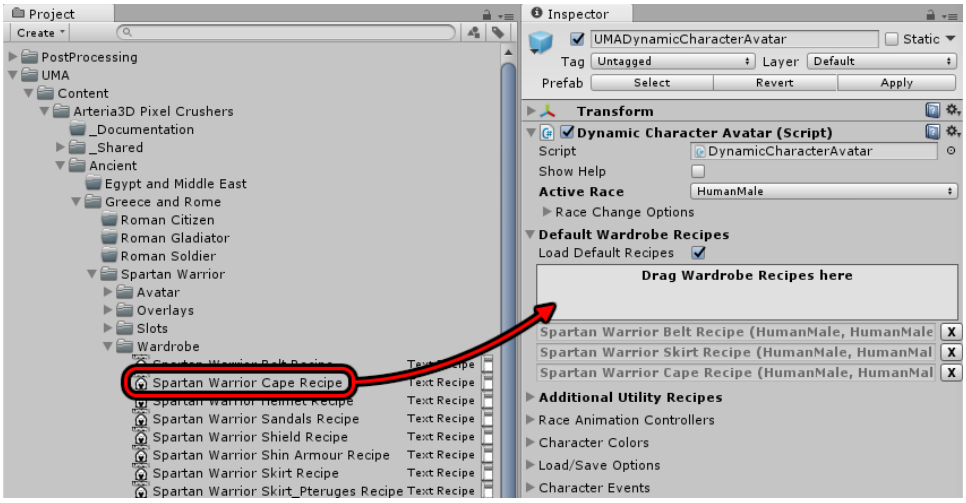
1. Add the **UMA_DCS** prefab to your scene. (Found in Assets ▶ UMA ▶ Getting Started.)

2. Add the **UMADynamicCharacterAvatar** prefab to your scene. (In Assets ▶ UMA ▶ Getting Started.)

3. Inspect the **UMADynamicCharacterAvatar** GameObject. Select an **Active Race**. In UMA, “race” is the term used for a base, unclothed model, such as HumanMale or HumanFemale.



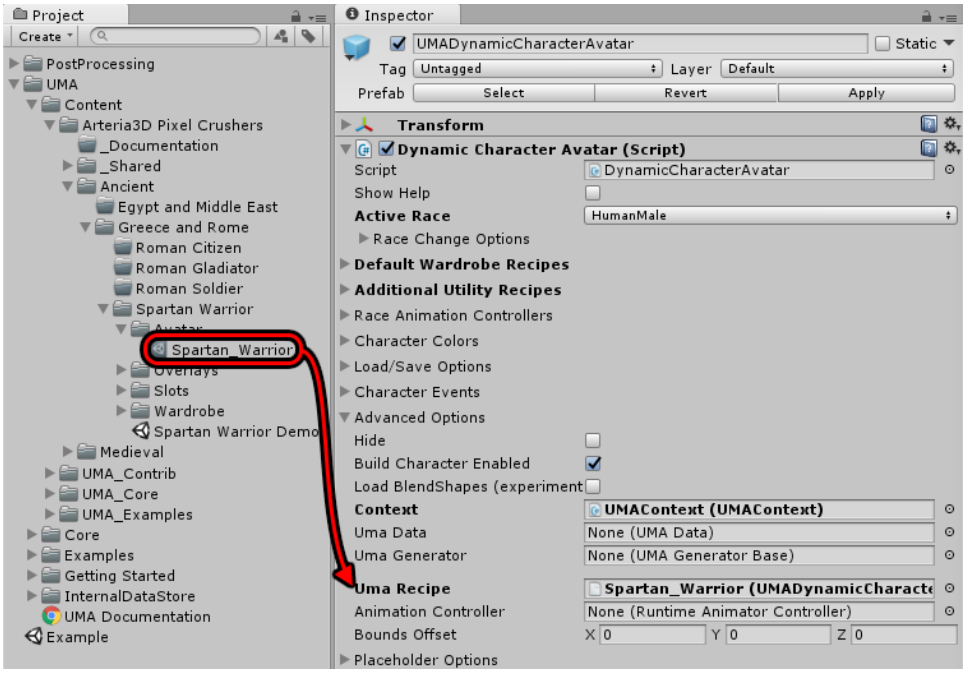
4. In UMA, articles of clothing or equipment are called wardrobe pieces. They’re defined by assets called w*ardrobe recipes*. To add individual wardrobe pieces, drag wardrobe recipes from the wardrobe pack’s **Wardrobe** folder into the box labeled **Drag Wardrobe Recipes here**:



Not all wardrobe pieces are compatible with all races. To check compatibility, inspect the wardrobe recipe. The list of compatible races is shown near the top of the wardrobe recipe's inspector.

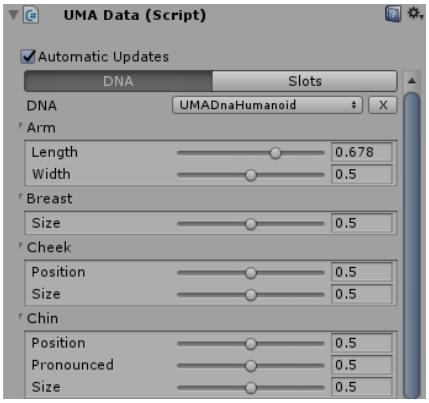
Each wardrobe piece goes on a specific *slot*, which is a location on the character's body, such as chest, legs, or helmet.

5. Arteria3D Wardrobe Packs ship with example avatars that are fully configured with all wardrobe pieces. To use the example avatar, assign the avatar recipe located in the **Avatar** folder to the **Uma Recipe** field:

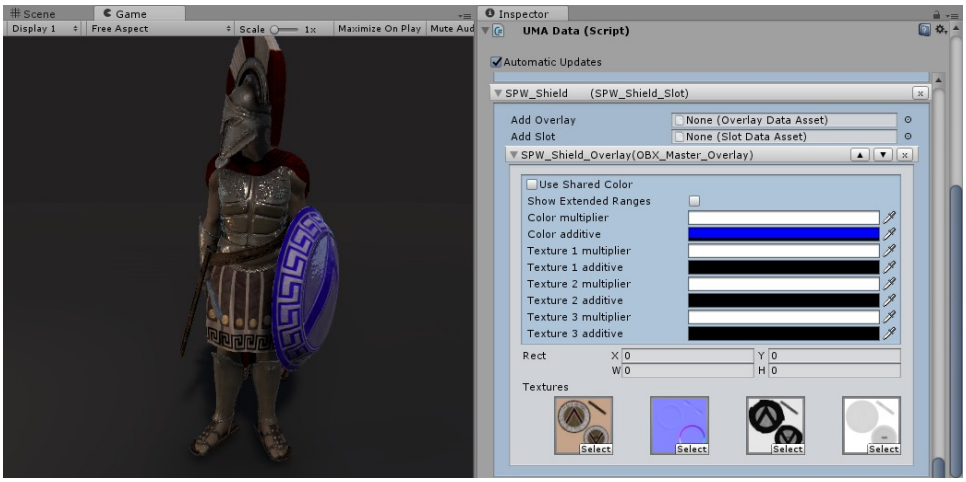


6. Play the scene to view your character.

7. To customize your character's body shape, inspect its **UMA Data** component. Select the **DNA** tab. Use the sliders to adjust the character's body.



8. To customize the colors of the wardrobe pieces, select the **Slots** tab. Locate the slot that holds the wardrobe piece. Adjust the Color and Texture multipliers to your liking.



9. **LODs**: Many UMA wardrobes have levels of detail (LODs), which are progressively lower-detailed versions of the same models used for performance optimization. When the camera is close to a UMA character, UMA's LOD system can use the original high-detail mesh. As the camera gets farther from the UMA character, the LOD system can switch to lower-detail meshes (called LOD1 and LOD2) to increase rendering performance. To use LODs, add a **UMA Simple LOD** component to your character as described in the *UMA Simple LOD* section of the UMA manual. You can adjust the threshold distances for which the character switches to LOD1 and LOD2.

10. To save your character as an avatar recipe, select it in the Hierarchy. Then select menu item **UMA → Load and Save → Save DynamicCharacterAvatar(s) asset (optimized)**. This will save an asset file. You can inspect this asset file in the Project view and edit it from there, which is often more convenient than loading the character into a scene and playing the scene to edit it.

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