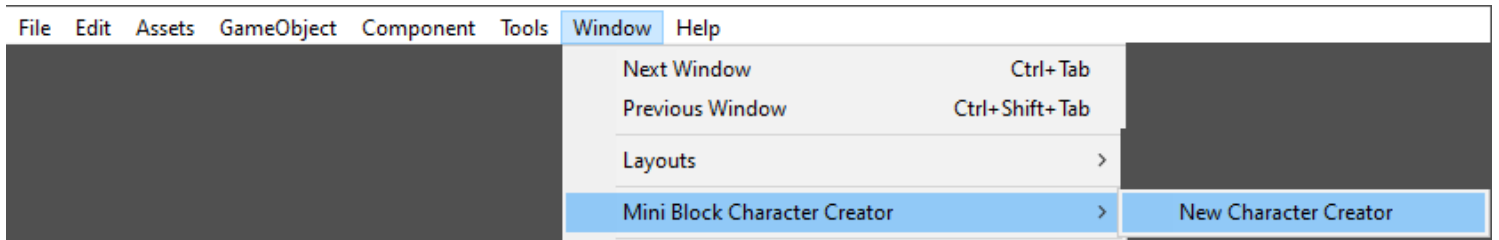


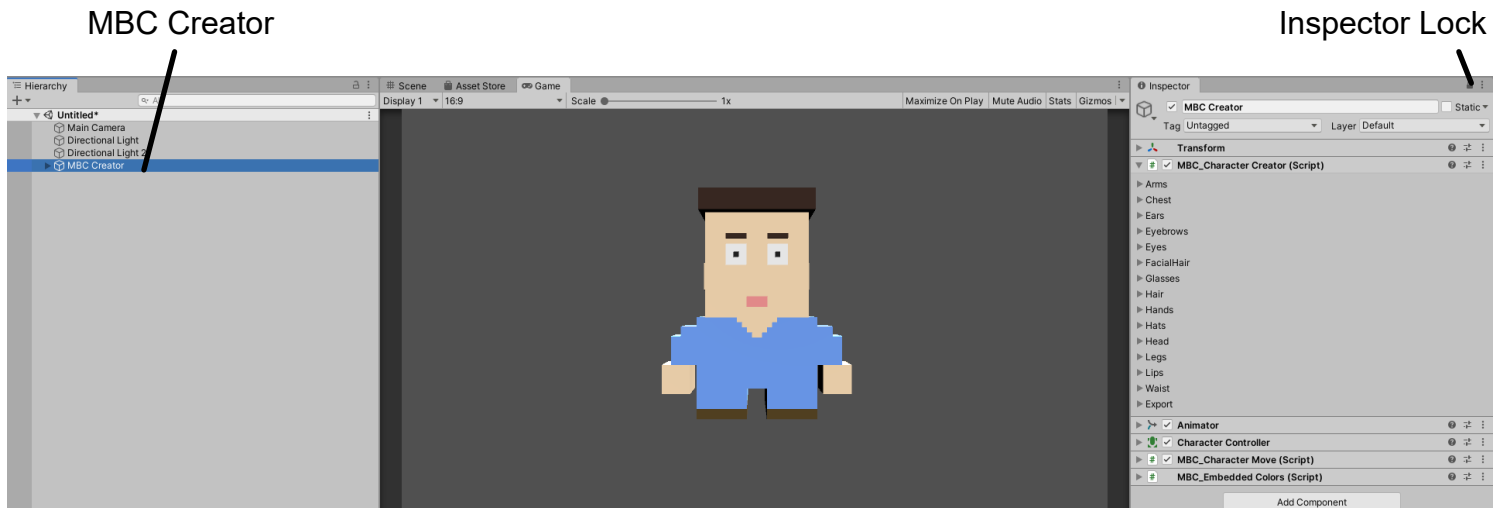
# Mini Block Character Creator



To add a Character Creator to your scene go to:

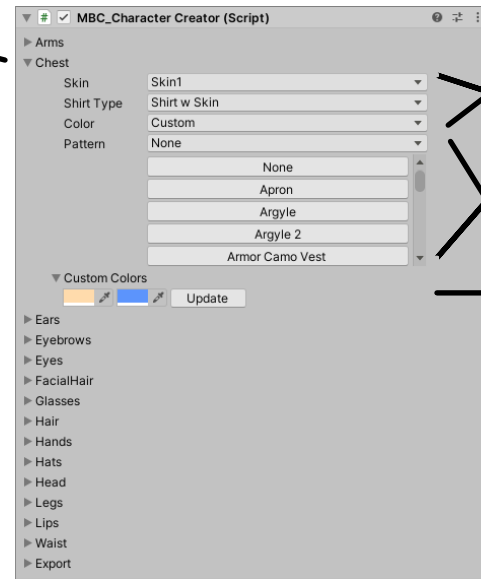
Window → Mini Block Character Creator → New Character Creator

The Mini Block Character Creator uses a custom inspector, so click on the MBC Creator object and be sure to hit the lock button on the inspector and click into the scene, this helps to ensure that you can rotate around the character and removes any rigidbody outlines so you can see the character better while you are editing. You can test out your character in a scene while editing, but you must export out to a prefab for a final build or saving a character in a scene. Every time you change a color on a character the mesh attached to that body part becomes unlinked and is only available in the editor, so it is important to export your character after you are done editing. There is an included color swap script to easily change colors during runtime and save color presets for easy color switching.



# Inspector Basics

Click arrow to drop down category

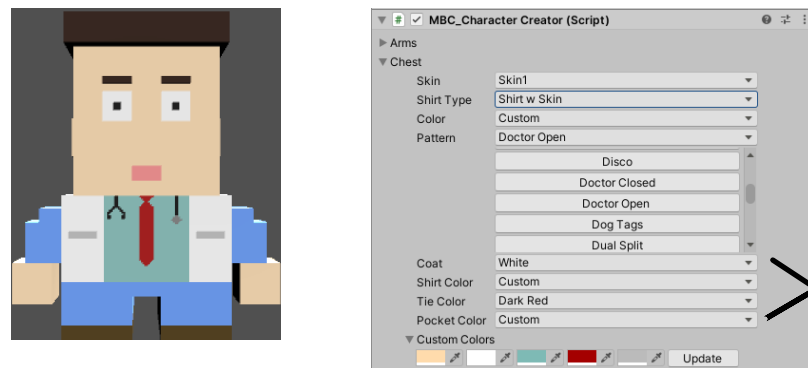
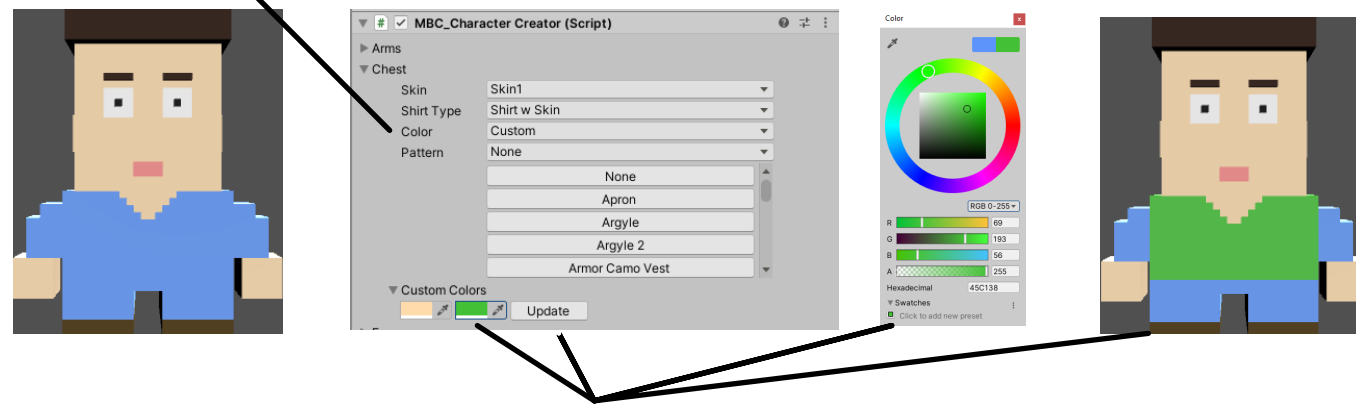


Default part settings. Color only applies if Pattern is none.

Pattern Selection, use either dropdown or slider and click button.

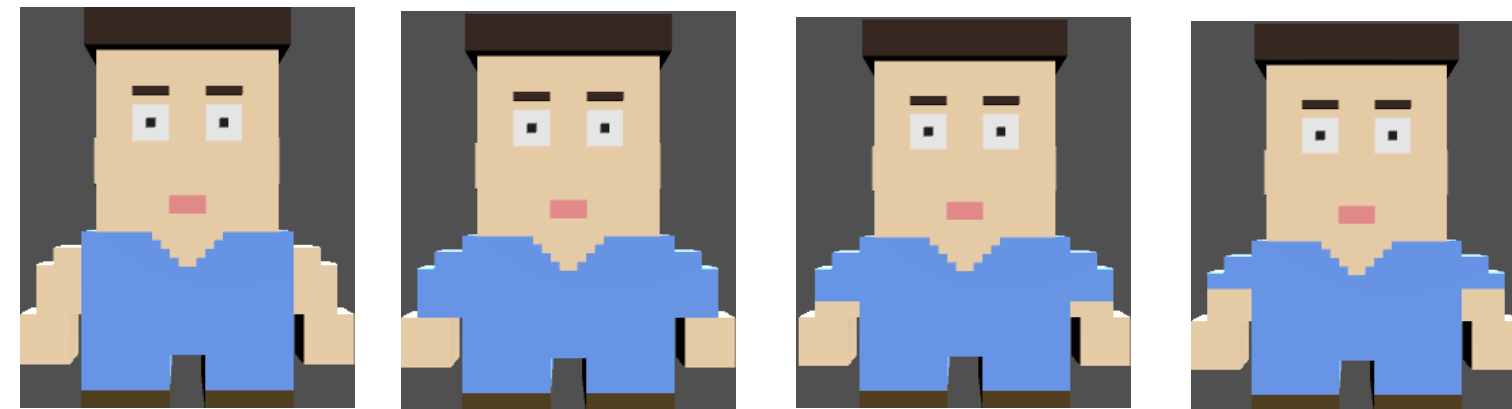
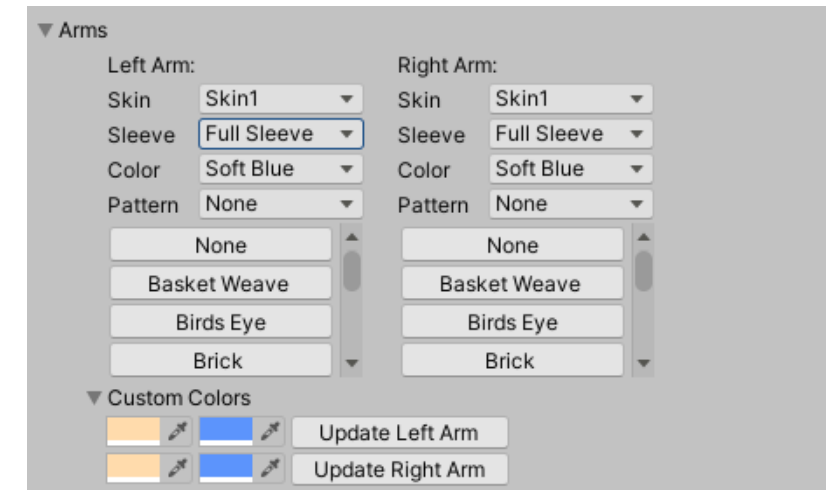
Custom Colors. Shows all colors to update. Click on the color to change color and click on the Update button to update the colors on the body part.

Change default part color



Pattern Colors Dropdowns, context dependent on Pattern.

# Arms

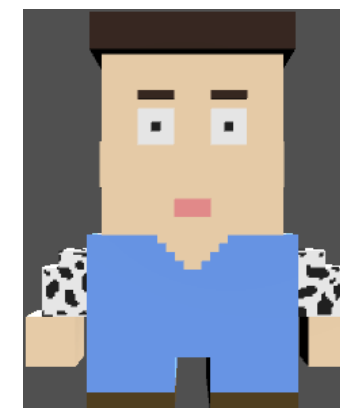


Bare Sleeve

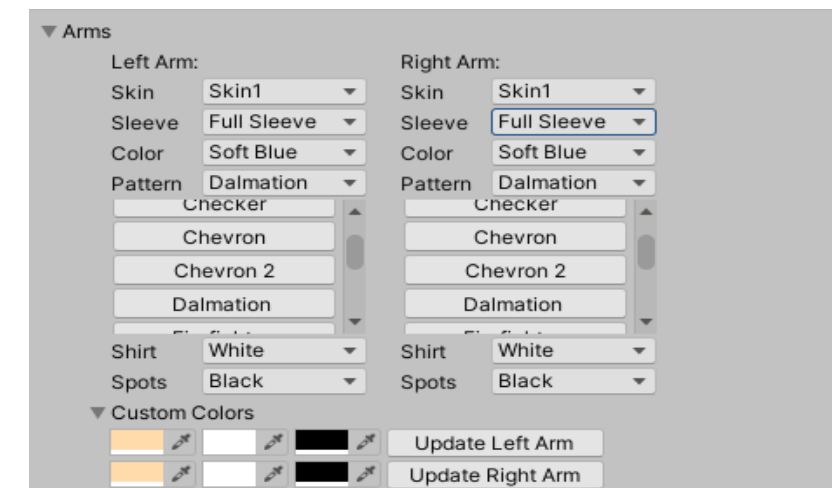
Full Sleeve

Medium Sleeve

Short Sleeve



Dalmation Pattern Full Sleeve



# Chest

▼ Chest

Skin Skin1

Shirt Type Shirt w Skin

Color Custom

Pattern None

None

Apron

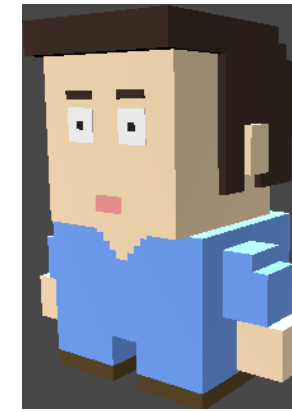
Argyle

Argyle 2

Armor Camo Vest

▼ Custom Colors

Update



# Ears

▼ Ears

Left Ear: Skin Skin1

Right Ear: Skin Skin1

▼ Custom Colors

Update

# Eyebrows

▼ Eyebrows

Eyebrow Spacing 4

Left Eyebrow: Type Straight Color Root Beer Reverse

Right Eyebrow: Type Straight Color Root Beer Reverse

▼ Custom Colors

Update

▼ Eyebrows

Eyebrow Spacing 4

Left Eyebrow: Type Med Raised Color Root Beer Reverse

Right Eyebrow: Type Diag Vert Color Root Beer Reverse

▼ Custom Colors

Update

▼ Eyebrows

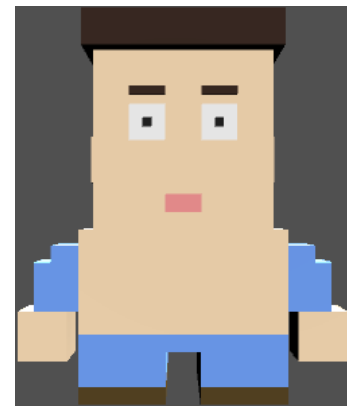
Eyebrow Spacing 9

Left Eyebrow: Type Straight Color Root Beer Reverse

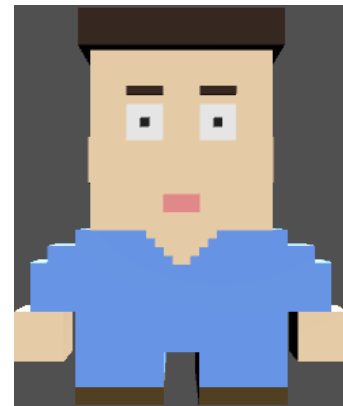
Right Eyebrow: Type Straight Color Root Beer Reverse

▼ Custom Colors

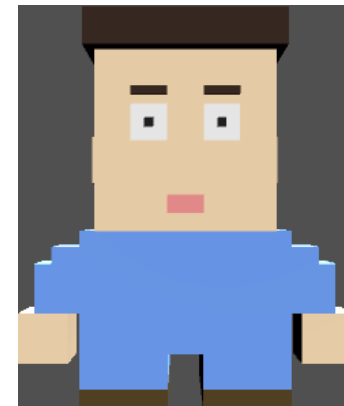
Update



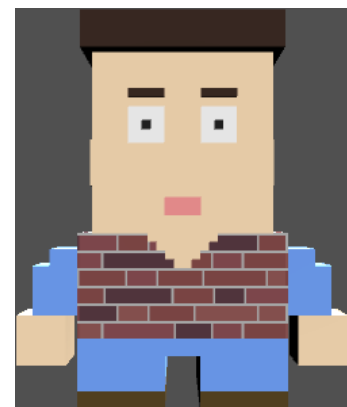
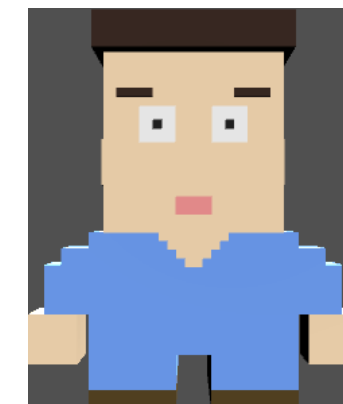
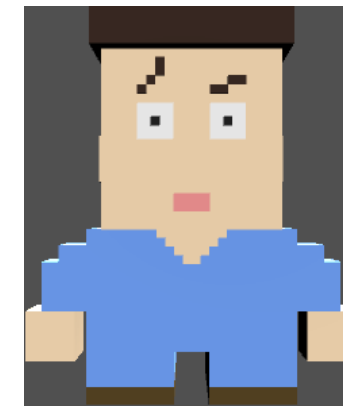
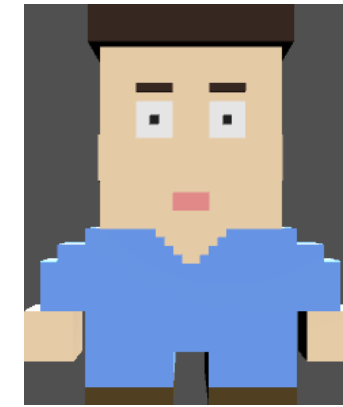
Shirt Type Bare



Shirt Type  
Shirt w Skin



Shirt Type  
Shirt Full Color



Brick Pattern  
Shirt w Skin

▼ Chest

Skin Skin1

Shirt Type Shirt w Skin

Color Custom

Pattern Brick

Brick

ButtonUpPockets

ButtonUpPocketsStrap

Camo

Camo Vest

Grout Custom

Brick1 Custom

Brick2 Custom

Brick3 Custom

Brick4 Custom

▼ Custom Colors

Update

# Eyes

▼ Eyes

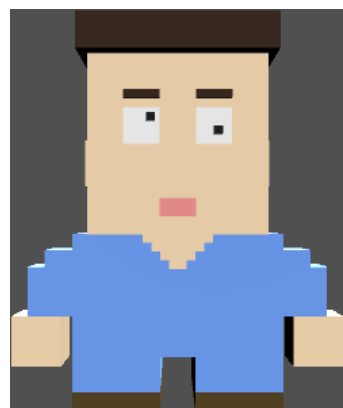
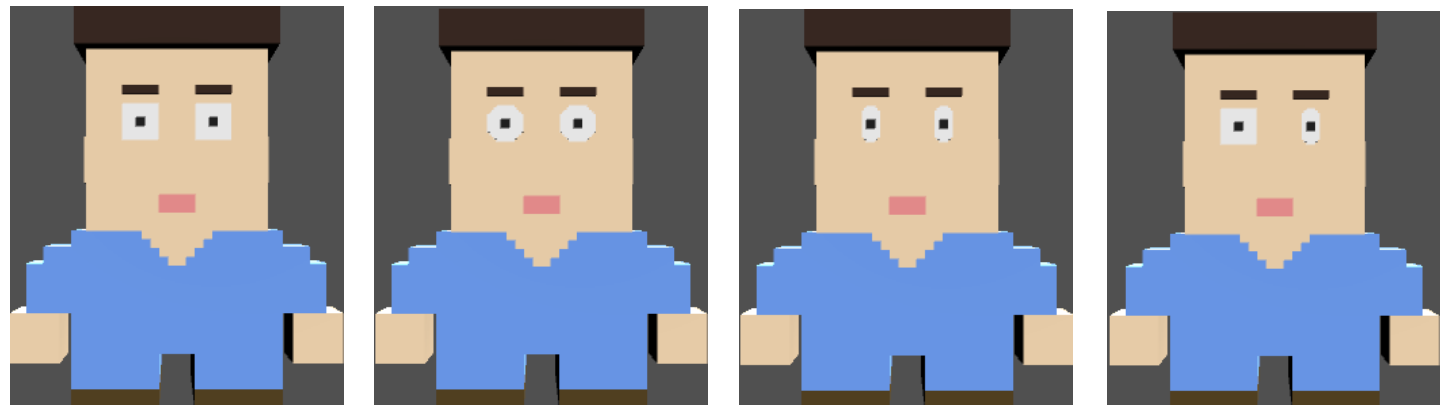
Eye Spacing:

Left Eye:	Right Eye:
Shape <input type="text" value="Square"/>	Shape <input type="text" value="Square"/>
EyePos <input type="text" value="Center"/>	EyePos <input type="text" value="Center"/>
Sclera <input type="text" value="White"/>	Sclera <input type="text" value="White"/>
Pupil <input type="text" value="Black"/>	Pupil <input type="text" value="Black"/>

▼ Custom Colors

Update Left Eye

Update Right Eye



▼ Eyes

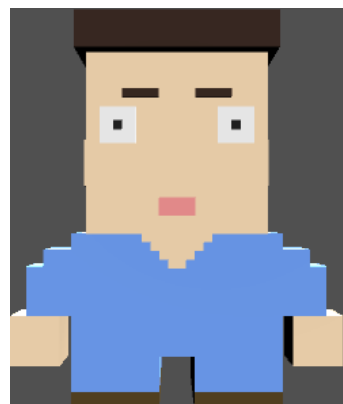
Eye Spacing:

Left Eye:	Right Eye:
Shape <input type="text" value="Square"/>	Shape <input type="text" value="Square"/>
EyePos <input type="text" value="1 SE"/>	EyePos <input type="text" value="2 NNE"/>
Sclera <input type="text" value="White"/>	Sclera <input type="text" value="White"/>
Pupil <input type="text" value="Black"/>	Pupil <input type="text" value="Black"/>

▼ Custom Colors

Update Left Eye

Update Right Eye



▼ Eyes

Eye Spacing:

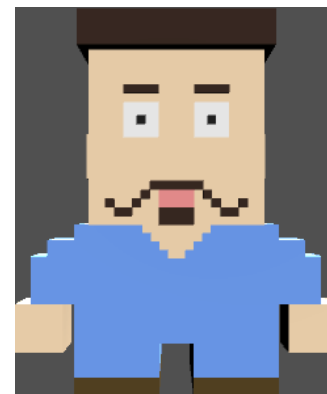
Left Eye:	Right Eye:
Shape <input type="text" value="Square"/>	Shape <input type="text" value="Square"/>
EyePos <input type="text" value="Center"/>	EyePos <input type="text" value="Center"/>
Sclera <input type="text" value="White"/>	Sclera <input type="text" value="White"/>
Pupil <input type="text" value="Black"/>	Pupil <input type="text" value="Black"/>

▼ Custom Colors

Update Left Eye

Update Right Eye

# Facial Hair



▼ FacialHair

Type

Color

▼ Custom Colors

Update

# Glasses

▼ Glasses

Frame:

Frame Color:

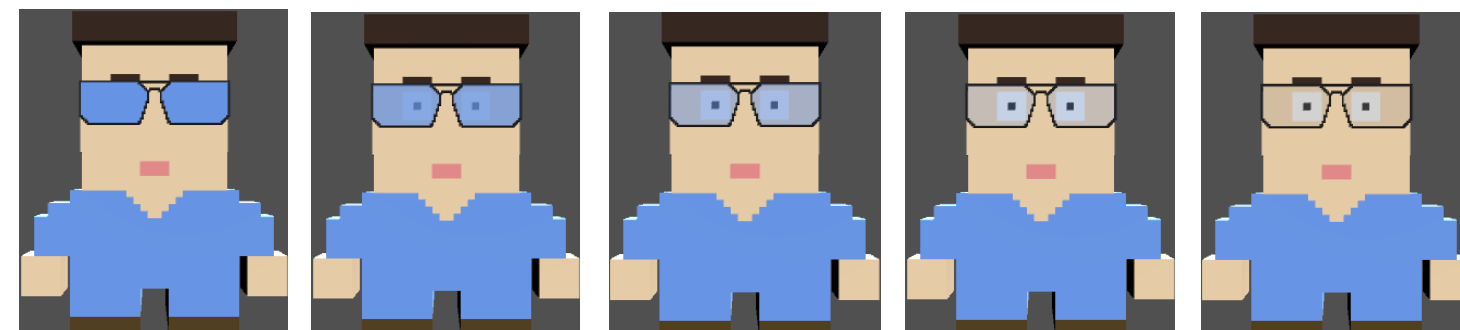
Lenze Type:

Lenze Color:

Eye Spacing:

▼ Custom Colors

Update



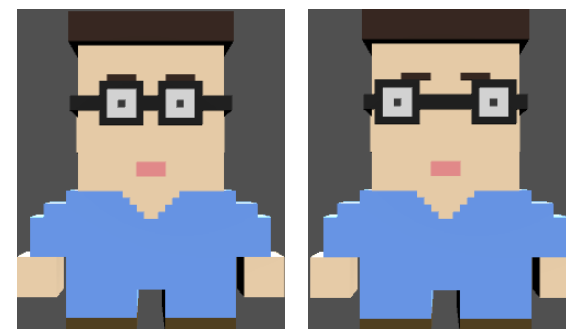
Full Color

75% Color

50% Color

25% Color

Clear



Any Glasses Frame that has Adjustable in the name uses the Eye Spacing slider to adjust the frame.

# Hair

▼ Hair

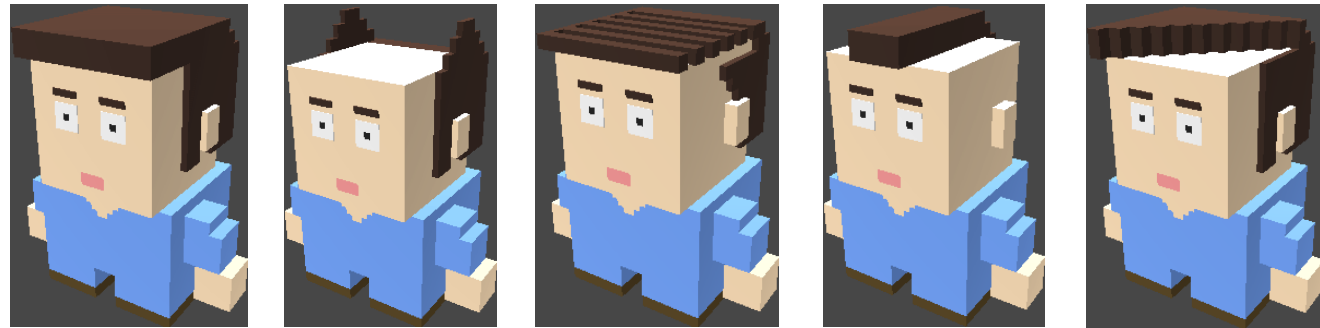
Type: None

- None
- Afro Shrink Big Split no Sideburns
- Afro Shrink Big Split w Sideburns
- Afro Shrink Middle Split no Sideburns
- Afro Shrink Middle Split w Sideburns

Color: Root Beer

▼ Custom Colors

Update



# Hats

▼ Hats

Type: Bandana

- None
- Bandana
- Baseball Helmet
- Basic Helmet
- Beanie 1

Main Color: Army Green

Black Replace: Black

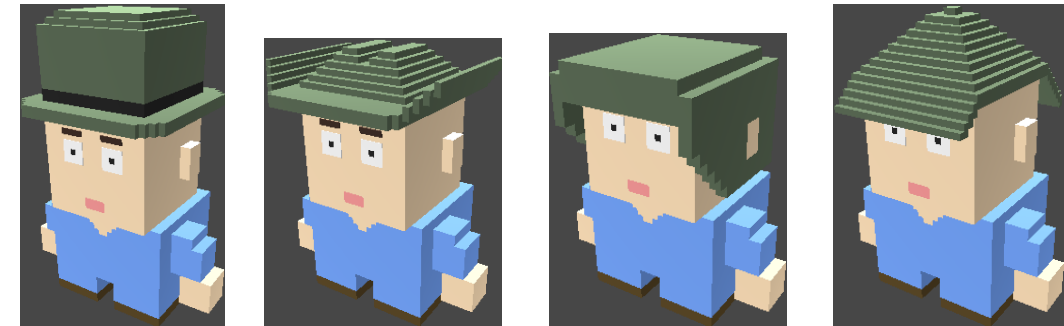
White Replace: White

Show Hair Hide Ears

Hide Eyes Hide Eyebrows

▼ Custom Colors

Update



# Hands

▼ Hands

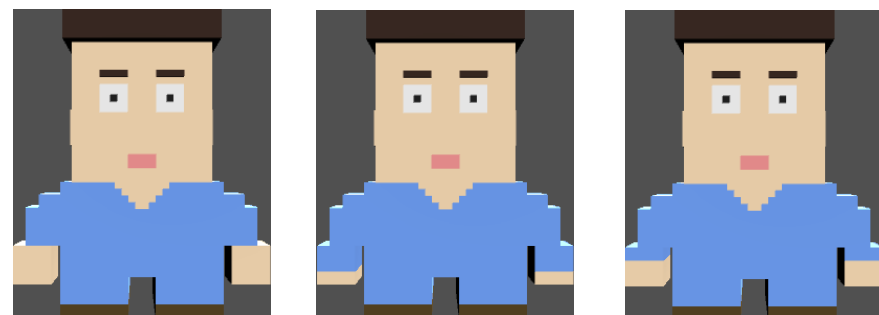
Left Hand:	Right Hand:
Skin: Skin1	Skin: Skin1
Sleeve: Bare	Sleeve: Bare
Color: Soft Blue	Color: Soft Blue
Pattern: None	Pattern: None

- None
- Basket Weave
- Birds Eye
- Brick

▼ Custom Colors

Update Left Hand

Update Right Hand



Bare

Medium

Short

# Head

▼ Head

Skin: Skin 1

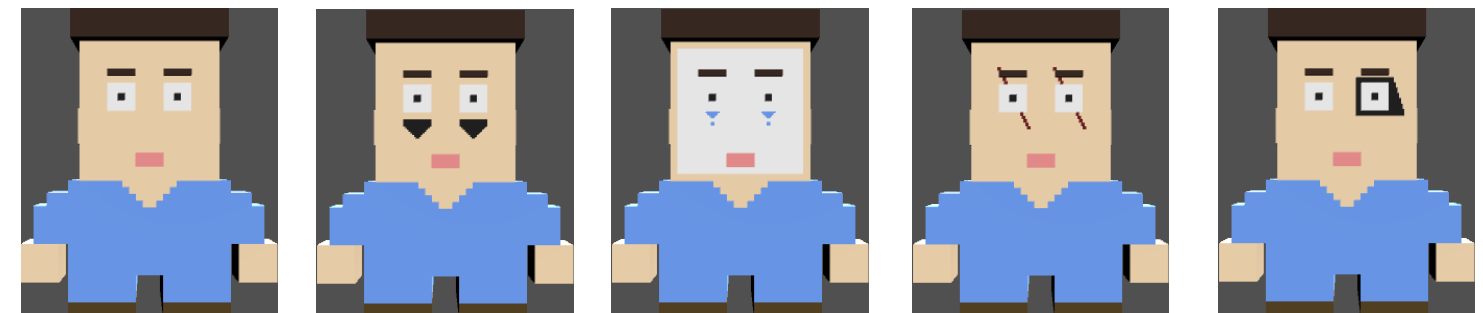
Mouth: Black

Pattern: None

- None
- Baseball
- Black Swan
- Blue Tattoo
- Brick

▼ Custom Colors

Update Head



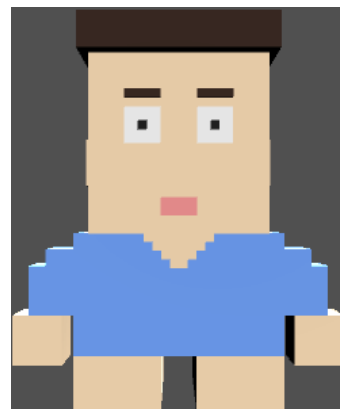
# Legs

▼ Legs

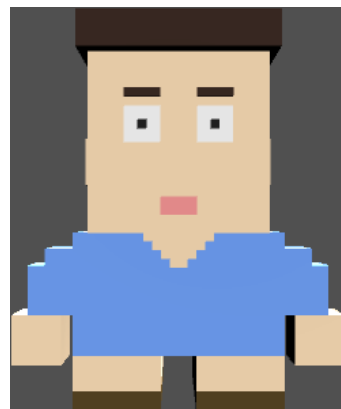
Left Leg:	Right Leg:
Skin Skin1	Skin Skin1
Sleeve Pants w Shoe	Sleeve Pants w Shoe
Shoe Custom	Shoe Custom
Color Soft Blue	Color Soft Blue
Pattern None	Pattern None
None	None
Argyle	Argyle
Argyle2	Argyle2
Basket Weave	Basket Weave

▼ Custom Colors

	Update Left Leg
	Update Right Leg



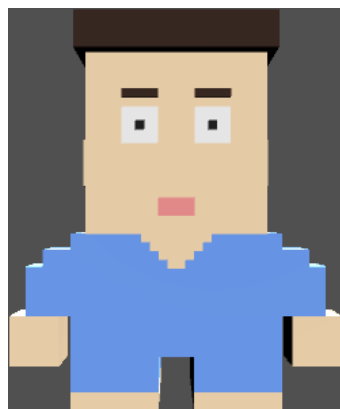
Bare



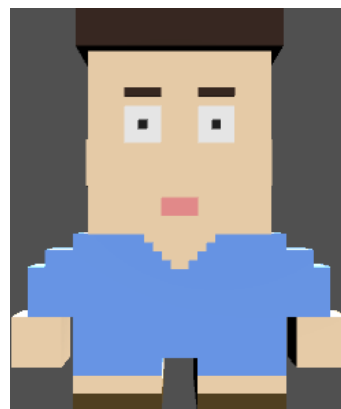
Only Shoes



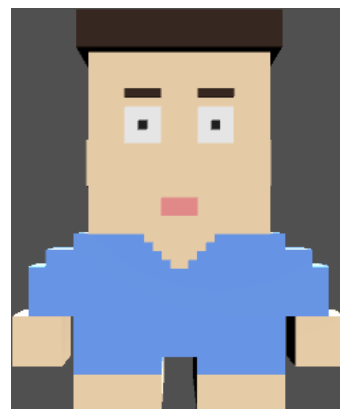
Pants w Shoes



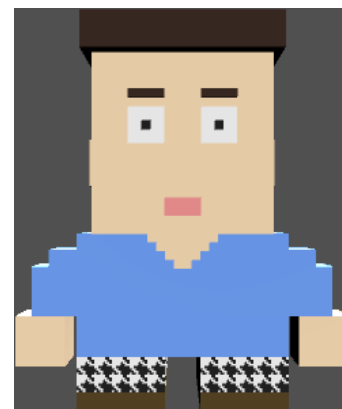
Pants no Shoes



Shorts w Shoes



Shorts no Shoes



# Lips

▼ Lips

Top Lip X	8
Top Lip Y	8
Bottom Lip X	8
Bottom Lip Y	8
Left Lip X	8
Left Lip Y	8
Right Lip X	8
Right Lip Y	8

Preset: Micro Full

Color: Light Pink 1

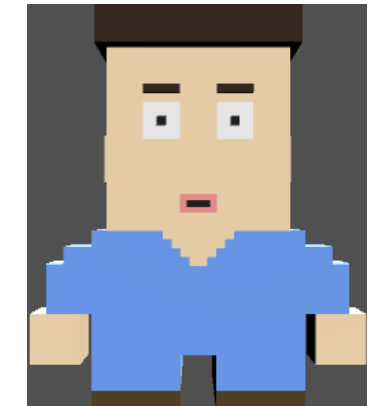
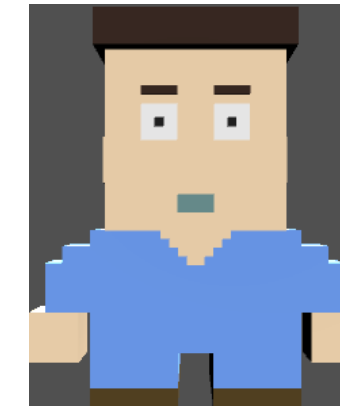
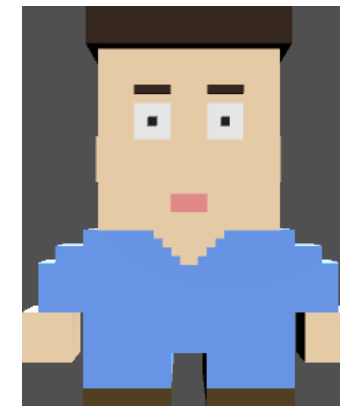
▼ Custom Colors

Update Lips

▼ Custom Animation

Custom Animation Name:

Save Animation Clip



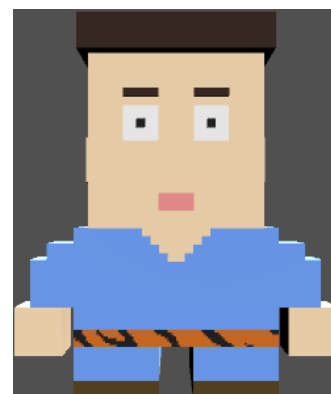
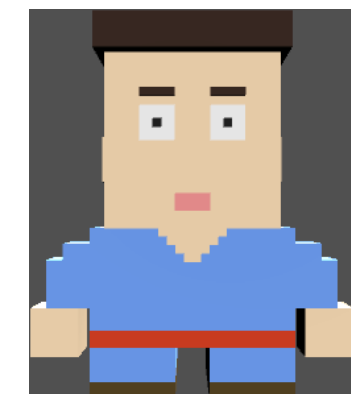
# Waist

▼ Waist

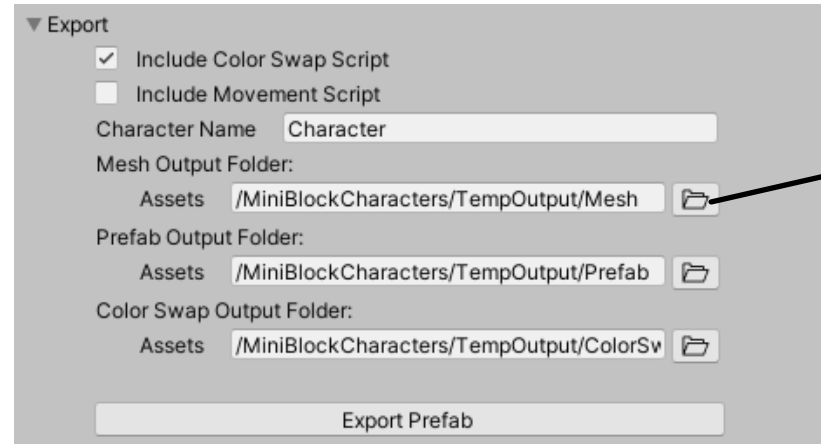
Color	Soft Blue
Pattern	None
Stripes Vert Small	
Tiger	
Utility Belt	
ZigZag	

▼ Custom Colors

Update

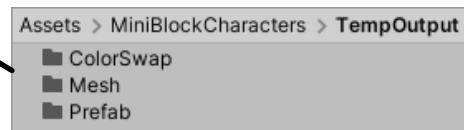


# Export

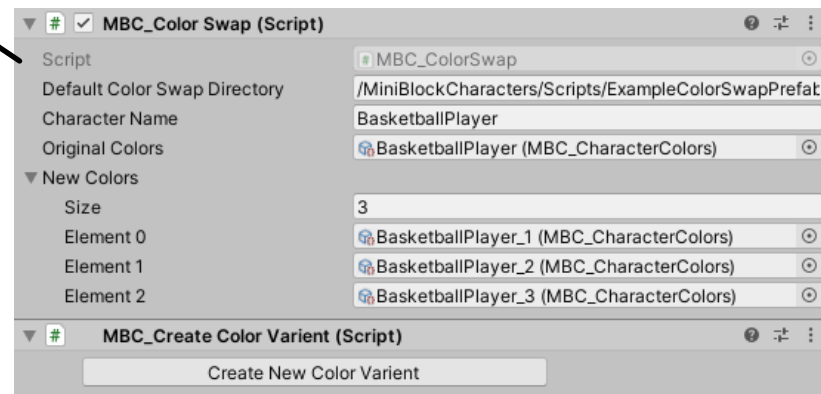


Select Folder Button

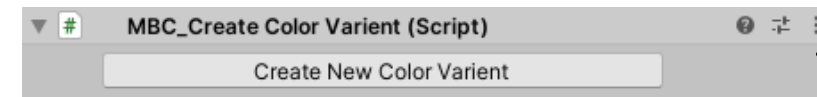
Output Folders



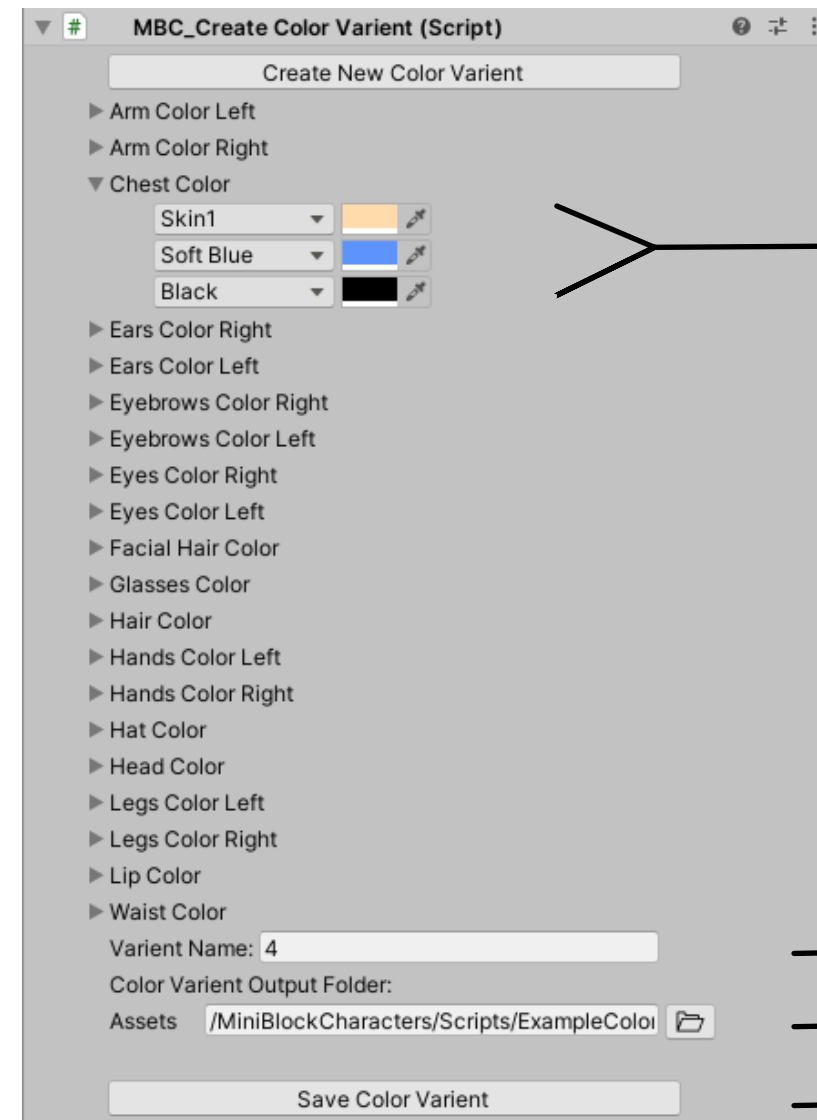
Color Swap Script attached to exported prefab. Check out the ColorSwapExample Scene, play the scene to see it in action.



# MBC\_ColorSwap



Click Create New Color Variant to create a new ScriptableObject to attach to the colorswap script.



Use the dropdowns or click the color picker to change the color for each body part on the new variant.

The variant name, default is numeric.

Color Variant Output Folder Button

Click Save Color Variant to save the ScriptableObject and attach to the Color Swap Script

# MBC\_ColorSwap Functions

The MBC\_ColorSwap functions should only be used during runtime. The color swap scripts are useful for keeping the amount of meshes needed for your project. The swap function are optimized with Multi-threading, more intricate patterns may need longer to change all the colors. The functions use the MBC\_CharacterColors Scriptable objects attached to the MBC\_ColorSwap Script, either the OriginalColors or the NewColors[] array.

public void SwapColors(MBC\_CharacterColors TheColorSwap){} - Swap Every Color

public void SwapArmColors(MBC\_CharacterColors TheColorSwap){} - Swap Arm Colors

public void SwapLeftArmColors(MBC\_CharacterColors TheColorSwap){} - Swap Left Arm Colors

public void SwapRightArmColors(MBC\_CharacterColors TheColorSwap){} - Swap Right Arm Colors

public void SwapChestColors(MBC\_CharacterColors TheColorSwap){} - Swap Chest Colors

public void SwapEarColors(MBC\_CharacterColors TheColorSwap){} - Swap Ear Colors

public void SwapLeftEarColors(MBC\_CharacterColors TheColorSwap){} - Swap Left Ear Colors

public void SwapRightEarColors(MBC\_CharacterColors TheColorSwap){} - Swap Right Ear Colors

public void SwapEyeColors(MBC\_CharacterColors TheColorSwap){} - Swap Eye Colors

public void SwapLeftEyeColors(MBC\_CharacterColors TheColorSwap){} - Swap Left Eye Colors

public void SwapRightEyeColors(MBC\_CharacterColors TheColorSwap){} - Swap Right Eye Colors

public void SwapEyebrowColors(MBC\_CharacterColors TheColorSwap){} - Swap Eyebrow Colors

public void SwapLeftEyebrowColors(MBC\_CharacterColors TheColorSwap){} - Swap Left Eyebrow Colors

public void SwapRightEyebrowColors(MBC\_CharacterColors TheColorSwap){} - Swap Right Eyebrow Colors

public void SwapFacialHairColors(MBC\_CharacterColors TheColorSwap){} - Swap Facial Hair Colors

public void SwapGlassesColors(MBC\_CharacterColors TheColorSwap){} - Swap Glasses Colors

public void SwapHandColors(MBC\_CharacterColors TheColorSwap){} - Swap Hand Colors

public void SwapLeftHandColors(MBC\_CharacterColors TheColorSwap){} - Swap Left Hand Colors

public void SwapRightHandColors(MBC\_CharacterColors TheColorSwap){} - Swap Right Hand Colors

public void SwapHatColors(MBC\_CharacterColors TheColorSwap){} - Swap Hat Colors

public void SwapHeadColors(MBC\_CharacterColors TheColorSwap){} - Swap Head Colors

public void SwapLegColors(MBC\_CharacterColors TheColorSwap){} - Swap Leg Colors

public void SwapLeftLegColors(MBC\_CharacterColors TheColorSwap){} - Swap Left Leg Colors

public void SwapRightLegColors(MBC\_CharacterColors TheColorSwap){} - Swap Right Leg Colors

public void SwapLipColors(MBC\_CharacterColors TheColorSwap){} - Swap Lip Colors

public void SwapWaistColors(MBC\_CharacterColors TheColorSwap){} - Swap Waist Colors

# MBC\_ColorSwap Functions pt 2

public void SwapHairColors(MBC\_CharacterColors TheColorSwap){} - Swap Hair Colors

public void RemoveReadWrite(){ } - Removes the Read/Write Enabled, use this if you are not going to use the color swap anymore, removes the mesh data from the cpu and gives a performance boost.

# MBC\_CharacterMove

Added during export. Use WASD for movement, SPACE to jump and double jump, Q for Strafe Left and E for Strafe Right.