

## Customizable Ninja Pack

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## Customizable Ninja Pack Folders and Files

### DemoScenes:

- AnimationDemo
  - Materials
    - Background.mat
  - AnimationDebugScript.cs
    - Debug script that allows the player to test the animations included in the asset
  - AnimationDemo.unity
    - Demo scene that allows the player to test the animations included in the asset on the ninja
  - AnimationDemoController.controller
    - Animator controller for the ninja that works with the AnimationDebugScript.cs script (all animations are root motion compatible)
- Background.png
  - Texture file for the Background

- NinjaPrefab.prefab
  - The ninja prefab used in AnimationDemo.unity

#### - CustomizationDemo

- Alpha-Diffuse.shader
  - Alpha-Diffuse shader used to make the visors transparent while editing the ninja's face
- Button.png
  - Texture file used for the color buttons on the customization menu
- CustomButtonSkin.guiskin
  - GUI skin that uses the "Button.png" file for buttons (for the color buttons on the customization menu)
- CustomizationDebugScript.cs
  - Debug script that allows the player to customize the colors and model parts of the ninja
- CustomizationDemo.unity
  - Demo scene that allows the player to customize the colors and model parts of the ninja
- DefaultSkin.guiskin
  - Unity's default (unmodified) GUI skin
- NinjaPrefab.prefab
  - The ninja prefab used in CustomizationDemo.unity

#### - PlayableDemo

- CustomizationMenuScript.cs
  - Script that allows the player to customize the colors and model parts of the ninja (just like the CustomizationDebugScript.cs script, except this script's customization menu can be turned off, and it allows the player to disable scripts while the customization menu is open)
- NinjaPrefab.prefab
  - The ninja prefab used in PlayableDemo.unity
- PlayableDemo.unity
  - Demo scene that allows the player to control/play and customize the ninja
- PlayableDemoController.controller
  - Animator controller for the ninja that works with the PlayerController.cs script (all animations are root motion compatible)

- PlayerController.cs

- Script that allows the player to control/play the ninja (player can move/rotate, slide down slopes, jump, and attack)

- NOTE: \*You should always set a layer for your player so that you can disable collisions with that layer (by unchecking it in the script's Collision Layers). If you do not, the raycasts and linecasts will collide with the player himself and keep the script from working properly!\**

## **MecanimAnimations:**

- AnimationsSet1

- Character

- body\_color\_map.tga

- Texture file for the body of Dude.fbx

- Dude.fbx

- .FBX file of one of Unity's default avatars, Dude

- eyes\_color\_map.tga

- Texture file for the eyes of Dude.fbx

- Materials

- Dude-body.mat

- Dude-eyes.mat

- Dude-face.mat

- EyesMaterial.mat

- SkinMaterial.mat

- SuitMaterial.mat

- TeethMaterial.mat

- TongueMaterial.mat

- idleGrab.fbx

- idleGrab

- Idles.fbx

- Idle

- IdlesWave.fbx

- Wave

- Jump.fbx

- Jump

- JumpDownRollInRun.fbx

- Fall

- JumpDown

- Roll

- Runs.fbx

- RunLeft

- RunRight

- Run

- WalkBack.fbx

- WalkBack

- WalkBackandTurn.fbx

- WalkBackTurnRight

- WalkBackTurnLeft

- WalkForward.fbx

- WalkForward

- WalkForwardTurns.fbx

- WalkFwdTurnRight

- WalkFwdTurnLeft

- AnimationsSet2

- Attacks.fbx

- Attack1

- Attack2

- Attack3

- MidAirAttack

- Idle.fbx

- Idle

- Jumps.fbx
  - Jump1
  - Jump2
  - Jump3
  - Jump4
  - Jump5
  
- LedgeClimbingIdle.fbx
  - LedgeIdle
  - LedgeIdleUp
  - LedgeIdleDown
  - LedgeTurnBackLeft
  - LedgeTurnBackRight
  
- LedgeClimbingMovement.fbx
  - LedgeLeftMovement
  - LedgeLeftMovementUp
  - LedgeLeftMovementDown
  - LedgeRightMovement
  - LedgeRightMovementUp
  - LedgeRightMovementDown
  - LedgePullUp
  
- LedgeSwitching.fbx
  - LedgeLeftSwitch
  - LedgeRightSwitch
  
- Run.fbx
  - Run
  
- Walk.fbx
  - Walk
  
- WallJumps.fbx
  - WallLeftIdle
  - WallRightIdle
  - WallLeftJump
  - WallRightJump

## NinjaVariations:

- Faces

- Type1

- Materials

- T1BrownFace.mat
      - T1BrownFace2.mat
      - T1BrownFace3.mat
      - T1BrownFace4.mat
      - T1BrownFace5.mat
      - T1BrownFace6.mat
      - T1BrownFace7.mat
      - T1BrownFace8.mat
      - T1TanFace.mat
      - T1TanFace2.mat
      - T1TanFace3.mat
      - T1TanFace4.mat
      - T1TanFace5.mat
      - T1TanFace6.mat
      - T1TanFace7.mat
      - T1TanFace8.mat

- T1BrownFace.png
      - T1BrownFace2.png
      - T1BrownFace3.png
      - T1BrownFace4.png
      - T1BrownFace5.png
      - T1BrownFace6.png
      - T1BrownFace7.png
      - T1BrownFace8.png
      - T1TanFace.png
      - T1TanFace2.png
      - T1TanFace3.png
      - T1TanFace4.png
      - T1TanFace5.png
      - T1TanFace6.png
      - T1TanFace7.png
      - T1TanFace8.png

## - Type2

### - Materials

- T2BlackFace.mat
- T2BlackFace2.mat
- T2BlackFaceAlt.mat
- T2BlackFaceAlt2.mat
- T2BlackFaceSolid.mat
- T2BlueFace.mat
- T2BlueFace2.mat
- T2BlueFaceAlt.mat
- T2BlueFaceAlt2.mat
- T2BrownFace.mat
- T2BrownFace2.mat
- T2BrownFaceAlt.mat
- T2BrownFaceAlt2.mat
- T2CyanFace.mat
- T2CyanFace2.mat
- T2CyanFaceAlt.mat
- T2CyanFaceAlt2.mat
- T2GreenFace.mat
- T2GreenFace2.mat
- T2GreenFaceAlt.mat
- T2GreenFaceAlt2.mat
- T2GreyFace.mat
- T2GreyFace2.mat
- T2GreyFaceAlt.mat
- T2GreyFaceAlt2.mat
- T2OrangeFace.mat
- T2OrangeFace2.mat
- T2OrangeFaceAlt.mat
- T2OrangeFaceAlt2.mat
- T2PinkFace.mat
- T2PinkFace2.mat
- T2PinkFaceAlt.mat
- T2PinkFaceAlt2.mat
- T2PurpleFace.mat
- T2PurpleFace2.mat
- T2PurpleFaceAlt.mat
- T2PurpleFaceAlt2.mat
- T2RedFace.mat

- T2RedFace2.mat
- T2RedFaceAlt.mat
- T2RedFaceAlt2.mat
- T2TanFace.mat
- T2TanFace2.mat
- T2TanFaceAlt.mat
- T2TanFaceAlt2.mat
- T2WhiteFace.mat
- T2WhiteFace2.mat
- T2WhiteFaceAlt.mat
- T2WhiteFaceAlt2.mat
- T2YellowFace.mat
- T2YellowFace2.mat
- T2YellowFaceAlt.mat
- T2YellowFaceAlt2.mat

- T2BlackFace.png
- T2BlackFace2.png
- T2BlackFaceAlt.png
- T2BlackFaceAlt2.png
- T2BlackFaceSolid.png
- T2BlueFace.png
- T2BlueFace2.png
- T2BlueFaceAlt.png
- T2BlueFaceAlt2.png
- T2BrownFace.png
- T2BrownFace2.png
- T2BrownFaceAlt.png
- T2BrownFaceAlt2.png
- T2CyanFace.png
- T2CyanFace2.png
- T2CyanFaceAlt.png
- T2CyanFaceAlt2.png
- T2Face.png
- T2GreenFace.png
- T2GreenFace2.png
- T2GreenFaceAlt.png
- T2GreenFaceAlt2.png
- T2GreyFace.png
- T2GreyFace2.png
- T2GreyFaceAlt.png



- T2GreyFaceAlt2.png
- T2OrangeFace.png
- T2OrangeFace2.png
- T2OrangeFaceAlt.png
- T2OrangeFaceAlt2.png
- T2PinkFace.png
- T2PinkFace2.png
- T2PinkFaceAlt.png
- T2PinkFaceAlt2.png
- T2PurpleFace.png
- T2PurpleFace2.png
- T2PurpleFaceAlt.png
- T2PurpleFaceAlt2.png
- T2RedFace.png
- T2RedFace2.png
- T2RedFaceAlt.png
- T2RedFaceAlt2.png
- T2TanFace.png
- T2TanFace2.png
- T2TanFaceAlt.png
- T2TanFaceAlt2.png
- T2WhiteFace.png
- T2WhiteFace2.png
- T2WhiteFaceAlt.png
- T2WhiteFaceAlt2.png
- T2YellowFace.png
- T2YellowFace2.png
- T2YellowFaceAlt.png
- T2YellowFaceAlt2.png

## - Shaders

### - Standard

- StandardOutline.shader
  - Unity's "Standard" shader with an outline
- StandardOutline-HighQuality.shader
  - Unity's "Standard" shader with a high-quality outline

### - Toon

- ToonRamp1.png
  - Texture file for a toon ramp
- ToonRamp2.png
  - Texture file for a toon ramp
- ToonRamp3.png
  - Texture file for a toon ramp
- Toony-Basic.shader
  - Unity's basic toon shader
- Toony-BasicOutline.shader
  - Unity's basic outline toon shader
- Toony-BasicOutline-HighQuality.shader
  - Unity's basic outline toon shader with a high-quality outline
- Toony-Lighted.shader
  - Unity's lighted toon shader
- Toony-LightedOutline.shader
  - Unity's lighted outline toon shader
- Toony-LightedOutline-HighQuality.shader
  - Unity's lighted outline toon shader with a high-quality outline

## - Uniforms

### - Materials

- BlackUniform.mat
- BlackUniform2.mat
- BlackUniformAlt.mat
- BlackUniformAlt2.mat
- BlueUniform.mat
- BlueUniform2.mat
- BlueUniformAlt.mat
- BlueUniformAlt2.mat
- BrownUniform.mat
- BrownUniform2.mat

- BrownUniformAlt.mat
- BrownUniformAlt2.mat
- CyanUniform.mat
- CyanUniform2.mat
- CyanUniformAlt.mat
- CyanUniformAlt2.mat
- GreenUniform.mat
- GreenUniform2.mat
- GreenUniformAlt.mat
- GreenUniformAlt2.mat
- GreyUniform.mat
- GreyUniform2.mat
- GreyUniformAlt.mat
- GreyUniformAlt2.mat
- OrangeUniform.mat
- OrangeUniform2.mat
- OrangeUniformAlt.mat
- OrangeUniformAlt2.mat
- PinkUniform.mat
- PinkUniform2.mat
- PinkUniformAlt.mat
- PinkUniformAlt2.mat
- PurpleUniform.mat
- PurpleUniform2.mat
- PurpleUniformAlt.mat
- PurpleUniformAlt2.mat
- RedUniform.mat
- RedUniform2.mat
- RedUniformAlt.mat
- RedUniformAlt2.mat
- TanUniform.mat
- TanUniform2.mat
- TanUniformAlt.mat
- TanUniformAlt2.mat
- WhiteUniform.mat
- WhiteUniform2.mat
- WhiteUniformAlt.mat
- WhiteUniformAlt2.mat
- YellowUniform.mat
- YellowUniform2.mat
- YellowUniformAlt.mat

- YellowUniformAlt2.mat

- BlackUniform.png
- BlackUniform2.png
- BlackUniformAlt.png
- BlackUniformAlt2.png
- BlueUniform.png
- BlueUniform2.png
- BlueUniformAlt.png
- BlueUniformAlt2.png
- BrownUniform.png
- BrownUniform2.png
- BrownUniformAlt.png
- BrownUniformAlt2.png
- CyanUniform.png
- CyanUniform2.png
- CyanUniformAlt.png
- CyanUniformAlt2.png
- GreenUniform.png
- GreenUniform2.png
- GreenUniformAlt.png
- GreenUniformAlt2.png
- GreyUniform.png
- GreyUniform2.png
- GreyUniformAlt.png
- GreyUniformAlt2.png
- OrangeUniform.png
- OrangeUniform2.png
- OrangeUniformAlt.png
- OrangeUniformAlt2.png
- PinkUniform.png
- PinkUniform2.png
- PinkUniformAlt.png
- PinkUniformAlt2.png
- PurpleUniform.png
- PurpleUniform2.png
- PurpleUniformAlt.png
- PurpleUniformAlt2.png
- RedUniform.png
- RedUniform2.png
- RedUniformAlt.png

- RedUniformAlt2.png
- TanUniform.png
- TanUniform2.png
- TanUniformAlt.png
- TanUniformAlt2.png
- WhiteUniform.png
- WhiteUniform2.png
- WhiteUniformAlt.png
- WhiteUniformAlt2.png
- YellowUniform.png
- YellowUniform2.png
- YellowUniformAlt.png
- YellowUniformAlt2.png

## - Visors

### - Type0

#### - Materials

- T0BlackVisor.mat
- T0BlackVisor2.mat
- T0BlackVisorAlt.mat
- T0BlackVisorAlt2.mat
- T0BlackVisorSolid.mat
- T0BlueVisor.mat
- T0BlueVisor2.mat
- T0BlueVisorAlt.mat
- T0BlueVisorAlt2.mat
- T0BrownVisor.mat
- T0BrownVisor2.mat
- T0BrownVisorAlt.mat
- T0BrownVisorAlt2.mat
- T0CyanVisor.mat
- T0CyanVisor2.mat
- T0CyanVisorAlt.mat
- T0CyanVisorAlt2.mat
- T0GreenVisor.mat
- T0GreenVisor2.mat
- T0GreenVisorAlt.mat
- T0GreenVisorAlt2.mat
- T0GreyVisor.mat

- T0GreyVisor2.mat
- T0GreyVisorAlt.mat
- T0GreyVisorAlt2.mat
- T0OrangeVisor.mat
- T0OrangeVisor2.mat
- T0OrangeVisorAlt.mat
- T0OrangeVisorAlt2.mat
- T0PinkVisor.mat
- T0PinkVisor2.mat
- T0PinkVisorAlt.mat
- T0PinkVisorAlt2.mat
- T0PurpleVisor.mat
- T0PurpleVisor2.mat
- T0PurpleVisorAlt.mat
- T0PurpleVisorAlt2.mat
- T0RedVisor.mat
- T0RedVisor2.mat
- T0RedVisorAlt.mat
- T0RedVisorAlt2.mat
- T0TanVisor.mat
- T0TanVisor2.mat
- T0TanVisorAlt.mat
- T0TanVisorAlt2.mat
- T0WhiteVisor.mat
- T0WhiteVisor2.mat
- T0WhiteVisorAlt.mat
- T0WhiteVisorAlt2.mat
- T0YellowVisor.mat
- T0YellowVisor2.mat
- T0YellowVisorAlt.mat
- T0YellowVisorAlt2.mat

- T0BlackVisor.png
- T0BlackVisor2.png
- T0BlackVisorAlt.png
- T0BlackVisorAlt2.png
- T0BlackVisorSolid.png
- T0BlueVisor.png
- T0BlueVisor2.png
- T0BlueVisorAlt.png
- T0BlueVisorAlt2.png

- T0BrownVisor.png
- T0BrownVisor2.png
- T0BrownVisorAlt.png
- T0BrownVisorAlt2.png
- T0CyanVisor.png
- T0CyanVisor2.png
- T0CyanVisorAlt.png
- T0CyanVisorAlt2.png
- T0GreenVisor.png
- T0GreenVisor2.png
- T0GreenVisorAlt.png
- T0GreenVisorAlt2.png
- T0GreyVisor.png
- T0GreyVisor2.png
- T0GreyVisorAlt.png
- T0GreyVisorAlt2.png
- T0OrangeVisor.png
- T0OrangeVisor2.png
- T0OrangeVisorAlt.png
- T0OrangeVisorAlt2.png
- T0PinkVisor.png
- T0PinkVisor2.png
- T0PinkVisorAlt.png
- T0PinkVisorAlt2.png
- T0PurpleVisor.png
- T0PurpleVisor2.png
- T0PurpleVisorAlt.png
- T0PurpleVisorAlt2.png
- T0RedVisor.png
- T0RedVisor2.png
- T0RedVisorAlt.png
- T0RedVisorAlt2.png
- T0TanVisor.png
- T0TanVisor2.png
- T0TanVisorAlt.png
- T0TanVisorAlt2.png
- T0WhiteVisor.png
- T0WhiteVisor2.png
- T0WhiteVisorAlt.png
- T0WhiteVisorAlt2.png
- T0YellowVisor.png

- T0YellowVisor2.png
- T0YellowVisorAlt.png
- T0YellowVisorAlt2.png

- Type1

- Materials

- T1BlackVisor.mat
- T1BlackVisor2.mat
- T1BlackVisorAlt.mat
- T1BlackVisorAlt2.mat
- T1BlueVisor.mat
- T1BlueVisor2.mat
- T1BlueVisorAlt.mat
- T1BlueVisorAlt2.mat
- T1BrownVisor.mat
- T1BrownVisor2.mat
- T1BrownVisorAlt.mat
- T1BrownVisorAlt2.mat
- T1CyanVisor.mat
- T1CyanVisor2.mat
- T1CyanVisorAlt.mat
- T1CyanVisorAlt2.mat
- T1GreenVisor.mat
- T1GreenVisor2.mat
- T1GreenVisorAlt.mat
- T1GreenVisorAlt2.mat
- T1GreyVisor.mat
- T1GreyVisor2.mat
- T1GreyVisorAlt.mat
- T1GreyVisorAlt2.mat
- T1OrangeVisor.mat
- T1OrangeVisor2.mat
- T1OrangeVisorAlt.mat
- T1OrangeVisorAlt2.mat
- T1PinkVisor.mat
- T1PinkVisor2.mat
- T1PinkVisorAlt.mat
- T1PinkVisorAlt2.mat
- T1PurpleVisor.mat
- T1PurpleVisor2.mat



- T1PurpleVisorAlt.mat
- T1PurpleVisorAlt2.mat
- T1RedVisor.mat
- T1RedVisor2.mat
- T1RedVisorAlt.mat
- T1RedVisorAlt2.mat
- T1TanVisor.mat
- T1TanVisor2.mat
- T1TanVisorAlt.mat
- T1TanVisorAlt2.mat
- T1WhiteVisor.mat
- T1WhiteVisor2.mat
- T1WhiteVisorAlt.mat
- T1WhiteVisorAlt2.mat
- T1YellowVisor.mat
- T1YellowVisor2.mat
- T1YellowVisorAlt.mat
- T1YellowVisorAlt2.mat

- T1BlackVisor.png
- T1BlackVisor2.png
- T1BlackVisorAlt.png
- T1BlackVisorAlt2.png
- T1BlueVisor.png
- T1BlueVisor2.png
- T1BlueVisorAlt.png
- T1BlueVisorAlt2.png
- T1BrownVisor.png
- T1BrownVisor2.png
- T1BrownVisorAlt.png
- T1BrownVisorAlt2.png
- T1CyanVisor.png
- T1CyanVisor2.png
- T1CyanVisorAlt.png
- T1CyanVisorAlt2.png
- T1GreenVisor.png
- T1GreenVisor2.png
- T1GreenVisorAlt.png
- T1GreenVisorAlt2.png
- T1GreyVisor.png
- T1GreyVisor2.png

- T1GreyVisorAlt.png
- T1GreyVisorAlt2.png
- T1OrangeVisor.png
- T1OrangeVisor2.png
- T1OrangeVisorAlt.png
- T1OrangeVisorAlt2.png
- T1PinkVisor.png
- T1PinkVisor2.png
- T1PinkVisorAlt.png
- T1PinkVisorAlt2.png
- T1PurpleVisor.png
- T1PurpleVisor2.png
- T1PurpleVisorAlt.png
- T1PurpleVisorAlt2.png
- T1RedVisor.png
- T1RedVisor2.png
- T1RedVisorAlt.png
- T1RedVisorAlt2.png
- T1TanVisor.png
- T1TanVisor2.png
- T1TanVisorAlt.png
- T1TanVisorAlt2.png
- T1Visor.png
- T1WhiteVisor.png
- T1WhiteVisor2.png
- T1WhiteVisorAlt.png
- T1WhiteVisorAlt2.png
- T1YellowVisor.png
- T1YellowVisor2.png
- T1YellowVisorAlt.png
- T1YellowVisorAlt2.png

## - Type2

### - Materials

- T2BlackVisor.mat
- T2BlackVisor2.mat
- T2BlackVisorAlt.mat
- T2BlackVisorAlt2.mat
- T2BlueVisor.mat
- T2BlueVisor2.mat

- T2BlueVisorAlt.mat
- T2BlueVisorAlt2.mat
- T2BrownVisor.mat
- T2BrownVisor2.mat
- T2BrownVisorAlt.mat
- T2BrownVisorAlt2.mat
- T2CyanVisor.mat
- T2CyanVisor2.mat
- T2CyanVisorAlt.mat
- T2CyanVisorAlt2.mat
- T2GreenVisor.mat
- T2GreenVisor2.mat
- T2GreenVisorAlt.mat
- T2GreenVisorAlt2.mat
- T2GreyVisor.mat
- T2GreyVisor2.mat
- T2GreyVisorAlt.mat
- T2GreyVisorAlt2.mat
- T2OrangeVisor.mat
- T2OrangeVisor2.mat
- T2OrangeVisorAlt.mat
- T2OrangeVisorAlt2.mat
- T2PinkVisor.mat
- T2PinkVisor2.mat
- T2PinkVisorAlt.mat
- T2PinkVisorAlt2.mat
- T2PurpleVisor.mat
- T2PurpleVisor2.mat
- T2PurpleVisorAlt.mat
- T2PurpleVisorAlt2.mat
- T2RedVisor.mat
- T2RedVisor2.mat
- T2RedVisorAlt.mat
- T2RedVisorAlt2.mat
- T2TanVisor.mat
- T2TanVisor2.mat
- T2TanVisorAlt.mat
- T2TanVisorAlt2.mat
- T2WhiteVisor.mat
- T2WhiteVisor2.mat
- T2WhiteVisorAlt.mat

- T2WhiteVisorAlt2.mat
- T2YellowVisor.mat
- T2YellowVisor2.mat
- T2YellowVisorAlt.mat
- T2YellowVisorAlt2.mat

- T2BlackVisor.png
- T2BlackVisor2.png
- T2BlackVisorAlt.png
- T2BlackVisorAlt2.png
- T2BlueVisor.png
- T2BlueVisor2.png
- T2BlueVisorAlt.png
- T2BlueVisorAlt2.png
- T2BrownVisor.png
- T2BrownVisor2.png
- T2BrownVisorAlt.png
- T2BrownVisorAlt2.png
- T2CyanVisor.png
- T2CyanVisor2.png
- T2CyanVisorAlt.png
- T2CyanVisorAlt2.png
- T2GreenVisor.png
- T2GreenVisor2.png
- T2GreenVisorAlt.png
- T2GreenVisorAlt2.png
- T2GreyVisor.png
- T2GreyVisor2.png
- T2GreyVisorAlt.png
- T2GreyVisorAlt2.png
- T2OrangeVisor.png
- T2OrangeVisor2.png
- T2OrangeVisorAlt.png
- T2OrangeVisorAlt2.png
- T2PinkVisor.png
- T2PinkVisor2.png
- T2PinkVisorAlt.png
- T2PinkVisorAlt2.png
- T2PurpleVisor.png
- T2PurpleVisor2.png
- T2PurpleVisorAlt.png

- T2PurpleVisorAlt2.png
- T2RedVisor.png
- T2RedVisor2.png
- T2RedVisorAlt.png
- T2RedVisorAlt2.png
- T2TanVisor.png
- T2TanVisor2.png
- T2TanVisorAlt.png
- T2TanVisorAlt2.png
- T2Visor.png
- T2WhiteVisor.png
- T2WhiteVisor2.png
- T2WhiteVisorAlt.png
- T2WhiteVisorAlt2.png
- T2YellowVisor.png
- T2YellowVisor2.png
- T2YellowVisorAlt.png
- T2YellowVisorAlt2.png

### - Type3

#### - Materials

- T3BlackVisor.mat
- T3BlackVisor2.mat
- T3BlackVisorAlt.mat
- T3BlackVisorAlt2.mat
- T3BlueVisor.mat
- T3BlueVisor2.mat
- T3BlueVisorAlt.mat
- T3BlueVisorAlt2.mat
- T3BrownVisor.mat
- T3BrownVisor2.mat
- T3BrownVisorAlt.mat
- T3BrownVisorAlt2.mat
- T3CyanVisor.mat
- T3CyanVisor2.mat
- T3CyanVisorAlt.mat
- T3CyanVisorAlt2.mat
- T3GreenVisor.mat
- T3GreenVisor2.mat
- T3GreenVisorAlt.mat

- T3GreenVisorAlt2.mat
- T3GreyVisor.mat
- T3GreyVisor2.mat
- T3GreyVisorAlt.mat
- T3GreyVisorAlt2.mat
- T3OrangeVisor.mat
- T3OrangeVisor2.mat
- T3OrangeVisorAlt.mat
- T3OrangeVisorAlt2.mat
- T3PinkVisor.mat
- T3PinkVisor2.mat
- T3PinkVisorAlt.mat
- T3PinkVisorAlt2.mat
- T3PurpleVisor.mat
- T3PurpleVisor2.mat
- T3PurpleVisorAlt.mat
- T3PurpleVisorAlt2.mat
- T3RedVisor.mat
- T3RedVisor2.mat
- T3RedVisorAlt.mat
- T3RedVisorAlt2.mat
- T3TanVisor.mat
- T3TanVisor2.mat
- T3TanVisorAlt.mat
- T3TanVisorAlt2.mat
- T3WhiteVisor.mat
- T3WhiteVisor2.mat
- T3WhiteVisorAlt.mat
- T3WhiteVisorAlt2.mat
- T3YellowVisor.mat
- T3YellowVisor2.mat
- T3YellowVisorAlt.mat
- T3YellowVisorAlt2.mat

- T3BlackVisor.png
- T3BlackVisor2.png
- T3BlackVisorAlt.png
- T3BlackVisorAlt2.png
- T3BlueVisor.png
- T3BlueVisor2.png
- T3BlueVisorAlt.png

- T3BlueVisorAlt2.png
- T3BrownVisor.png
- T3BrownVisor2.png
- T3BrownVisorAlt.png
- T3BrownVisorAlt2.png
- T3CyanVisor.png
- T3CyanVisor2.png
- T3CyanVisorAlt.png
- T3CyanVisorAlt2.png
- T3GreenVisor.png
- T3GreenVisor2.png
- T3GreenVisorAlt.png
- T3GreenVisorAlt2.png
- T3GreyVisor.png
- T3GreyVisor2.png
- T3GreyVisorAlt.png
- T3GreyVisorAlt2.png
- T3OrangeVisor.png
- T3OrangeVisor2.png
- T3OrangeVisorAlt.png
- T3OrangeVisorAlt2.png
- T3PinkVisor.png
- T3PinkVisor2.png
- T3PinkVisorAlt.png
- T3PinkVisorAlt2.png
- T3PurpleVisor.png
- T3PurpleVisor2.png
- T3PurpleVisorAlt.png
- T3PurpleVisorAlt2.png
- T3RedVisor.png
- T3RedVisor2.png
- T3RedVisorAlt.png
- T3RedVisorAlt2.png
- T3TanVisor.png
- T3TanVisor2.png
- T3TanVisorAlt.png
- T3TanVisorAlt2.png
- T3Visor.png
- T3WhiteVisor.png
- T3WhiteVisor2.png
- T3WhiteVisorAlt.png

- T3WhiteVisorAlt2.png
- T3YellowVisor.png
- T3YellowVisor2.png
- T3YellowVisorAlt.png
- T3YellowVisorAlt2.png

- Type4

- Materials

- T4BlackVisor.mat
- T4BlackVisor2.mat
- T4BlackVisorAlt.mat
- T4BlackVisorAlt2.mat
- T4BlueVisor.mat
- T4BlueVisor2.mat
- T4BlueVisorAlt.mat
- T4BlueVisorAlt2.mat
- T4BrownVisor.mat
- T4BrownVisor2.mat
- T4BrownVisorAlt.mat
- T4BrownVisorAlt2.mat
- T4CyanVisor.mat
- T4CyanVisor2.mat
- T4CyanVisorAlt.mat
- T4CyanVisorAlt2.mat
- T4GreenVisor.mat
- T4GreenVisor2.mat
- T4GreenVisorAlt.mat
- T4GreenVisorAlt2.mat
- T4GreyVisor.mat
- T4GreyVisor2.mat
- T4GreyVisorAlt.mat
- T4GreyVisorAlt2.mat
- T4OrangeVisor.mat
- T4OrangeVisor2.mat
- T4OrangeVisorAlt.mat
- T4OrangeVisorAlt2.mat
- T4PinkVisor.mat
- T4PinkVisor2.mat
- T4PinkVisorAlt.mat
- T4PinkVisorAlt2.mat



- T4PurpleVisor.mat
- T4PurpleVisor2.mat
- T4PurpleVisorAlt.mat
- T4PurpleVisorAlt2.mat
- T4RedVisor.mat
- T4RedVisor2.mat
- T4RedVisorAlt.mat
- T4RedVisorAlt2.mat
- T4TanVisor.mat
- T4TanVisor2.mat
- T4TanVisorAlt.mat
- T4TanVisorAlt2.mat
- T4WhiteVisor.mat
- T4WhiteVisor2.mat
- T4WhiteVisorAlt.mat
- T4WhiteVisorAlt2.mat
- T4YellowVisor.mat
- T4YellowVisor2.mat
- T4YellowVisorAlt.mat
- T4YellowVisorAlt2.mat

- T4BlackVisor.png
- T4BlackVisor2.png
- T4BlackVisorAlt.png
- T4BlackVisorAlt2.png
- T4BlueVisor.png
- T4BlueVisor2.png
- T4BlueVisorAlt.png
- T4BlueVisorAlt2.png
- T4BrownVisor.png
- T4BrownVisor2.png
- T4BrownVisorAlt.png
- T4BrownVisorAlt2.png
- T4CyanVisor.png
- T4CyanVisor2.png
- T4CyanVisorAlt.png
- T4CyanVisorAlt2.png
- T4GreenVisor.png
- T4GreenVisor2.png
- T4GreenVisorAlt.png
- T4GreenVisorAlt2.png

- T4GreyVisor.png
- T4GreyVisor2.png
- T4GreyVisorAlt.png
- T4GreyVisorAlt2.png
- T4OrangeVisor.png
- T4OrangeVisor2.png
- T4OrangeVisorAlt.png
- T4OrangeVisorAlt2.png
- T4PinkVisor.png
- T4PinkVisor2.png
- T4PinkVisorAlt.png
- T4PinkVisorAlt2.png
- T4PurpleVisor.png
- T4PurpleVisor2.png
- T4PurpleVisorAlt.png
- T4PurpleVisorAlt2.png
- T4RedVisor.png
- T4RedVisor2.png
- T4RedVisorAlt.png
- T4RedVisorAlt2.png
- T4TanVisor.png
- T4TanVisor2.png
- T4TanVisorAlt.png
- T4TanVisorAlt2.png
- T4Visor.png
- T4WhiteVisor.png
- T4WhiteVisor2.png
- T4WhiteVisorAlt.png
- T4WhiteVisorAlt2.png
- T4YellowVisor.png
- T4YellowVisor2.png
- T4YellowVisorAlt.png
- T4YellowVisorAlt2.png

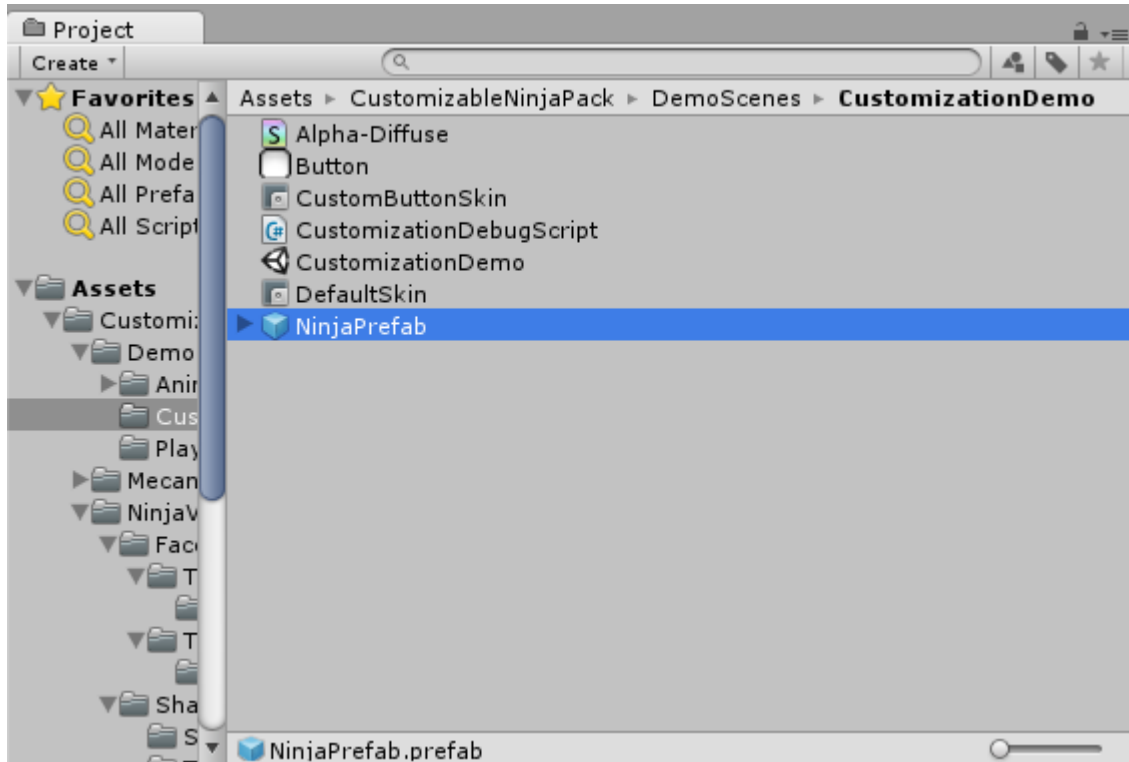
- Ninja.fbx

- .FBX file for the ninja model used in the asset

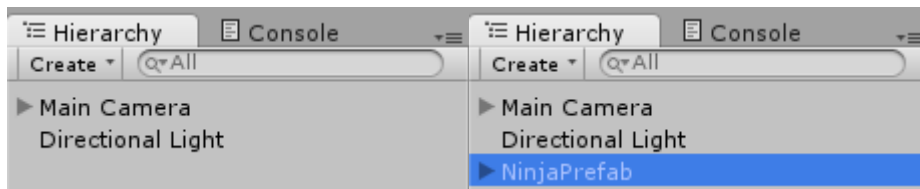
## Setting up the Customizable Ninja Pack in Your Project

**Adding the non-playable customizable ninja into your project (the customizable ninja without PlayerController.cs)**

1. Select “NinjaPrefab” in the folder titled, “CustomizationDemo” (located in CustomizableNinjaPack > DemoScenes > CustomizationDemo).

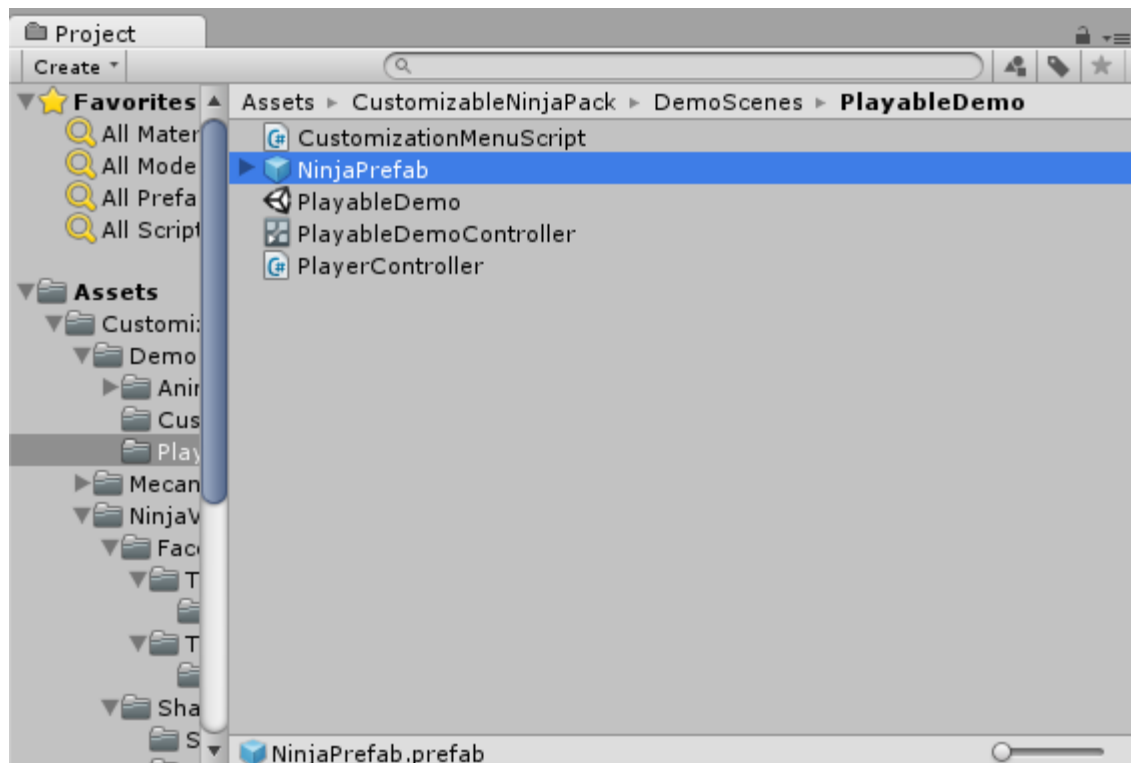


2. Drag “NinjaPrefab,” from the folder, into the “Hierarchy” tab.

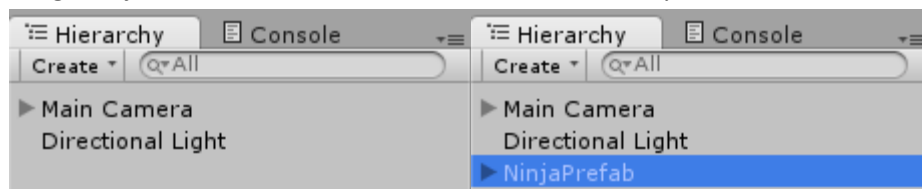


### Adding the playable customizable ninja into your project (the customizable ninja with PlayerController.cs)

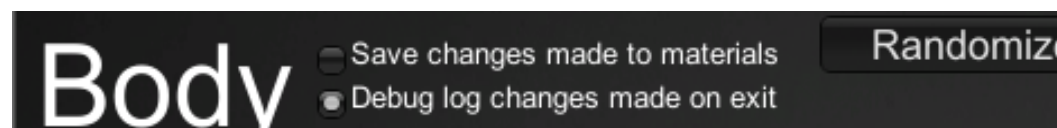
1. Select “NinjaPrefab” in the folder titled, “PlayableDemo” (located in CustomizableNinjaPack > DemoScenes > PlayableDemo).



2. Drag “NinjaPrefab,” from the folder, into the “Hierarchy” tab.

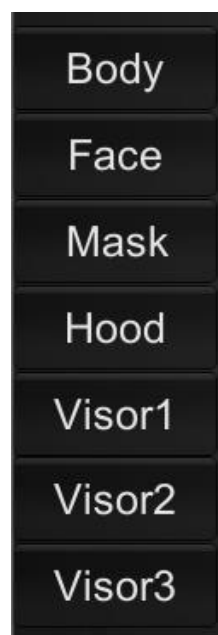


## Understanding the Customization Menu



**Save changes made to materials** – Determines whether or not to save the changes made to the materials in the customization menu

**Debug log changes made on exit** – Determines whether or not to debug log the changes made to the ninja in the customization menu



**Body** – The “Body” tab allows the player to change the color of the ninja’s uniform

**Face** – The “Face” tab allows the player to change the color and type of the ninja’s face

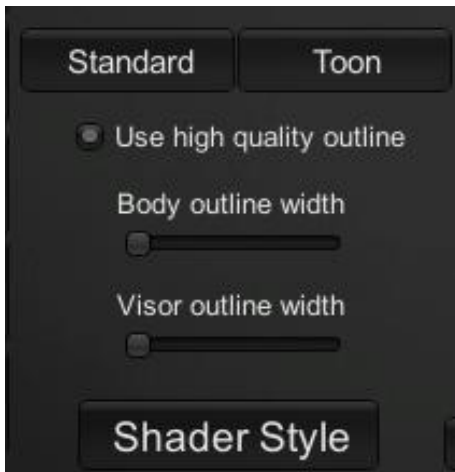
**Mask** – The “Mask” tab allows the player to change the color of the ninja’s mask

**Hood** – The “Hood” tab allows the player to change the color of the ninja’s hood. It also allows the player to turn the ninja’s hood on or off.

**Visor1** – The “Visor1” tab allows the player to change the color and type of the ninja’s 1<sup>st</sup> visor. It also allows the player to turn the ninja’s 1<sup>st</sup> visor on or off.

**Visor2** – The “Visor2” tab allows the player to change the color and type of the ninja’s 2<sup>nd</sup> visor. It also allows the player to turn the ninja’s 2<sup>nd</sup> visor on or off.

**Visor3** – The “Visor3” tab allows the player to change the color and type of the ninja’s 3<sup>rd</sup> visor. It also allows the player to turn the ninja’s 3<sup>rd</sup> visor on or off.



### Shader Style

**Standard** – The “Standard” button changes the ninja’s shader to Unity’s “Standard” shader

**Toon** – The “Toon” button changes the ninja’s shader to Unity’s “Toony-Lighted” shader

**Use high quality outline** – The “Use high quality outline” button changes the ninja’s shader so that it uses high quality outlines, instead of Unity’s basic toon outline

**Body outline width** – The “Body outline width” slider changes the outline width of the “Body,” “Mask,” “Face,” and “Hood” of the ninja



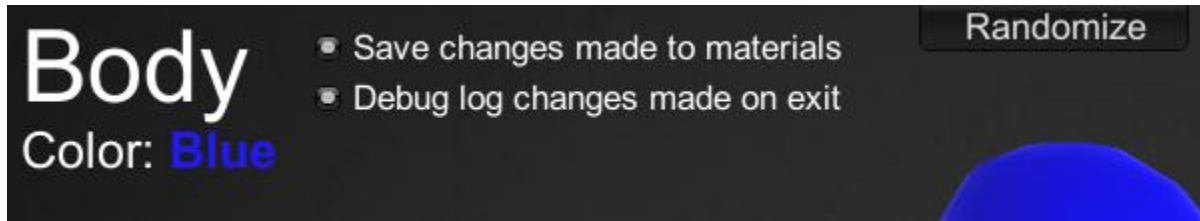
**ON/OFF** – The “ON” button activates whichever model part is currently selected, and the “OFF” button deactivates whichever model part is currently selected

**Types** – The “Type” buttons change the type/variation of the currently selected model part

**Colors** – The “Color” buttons change the color of the currently selected model part

## Saving your Customized Ninja

1. Once you have finished customizing your ninja, enable the “Save changes made to materials” and “Debug log changes made on exit” options of the customization menu.

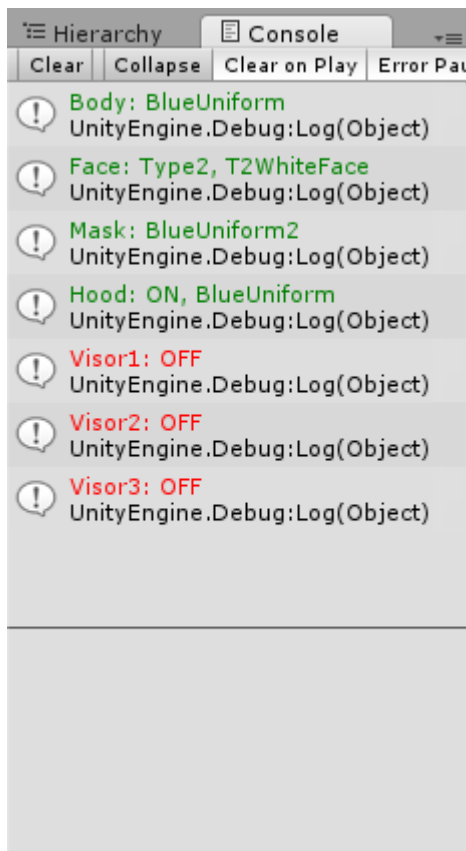


2. Unclick the “Play” button to end play mode.

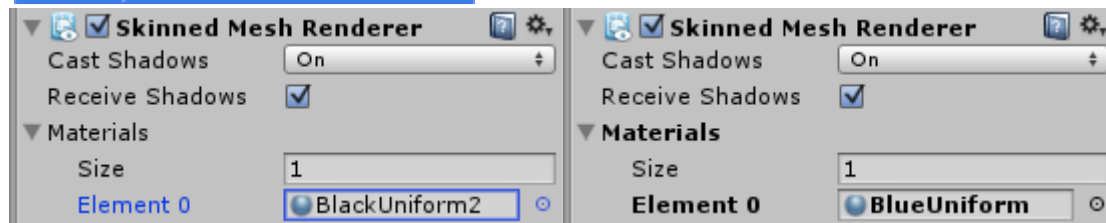
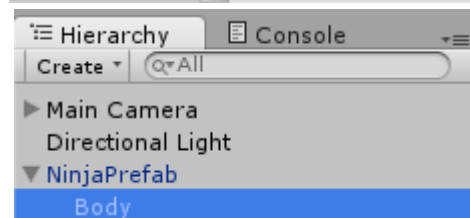
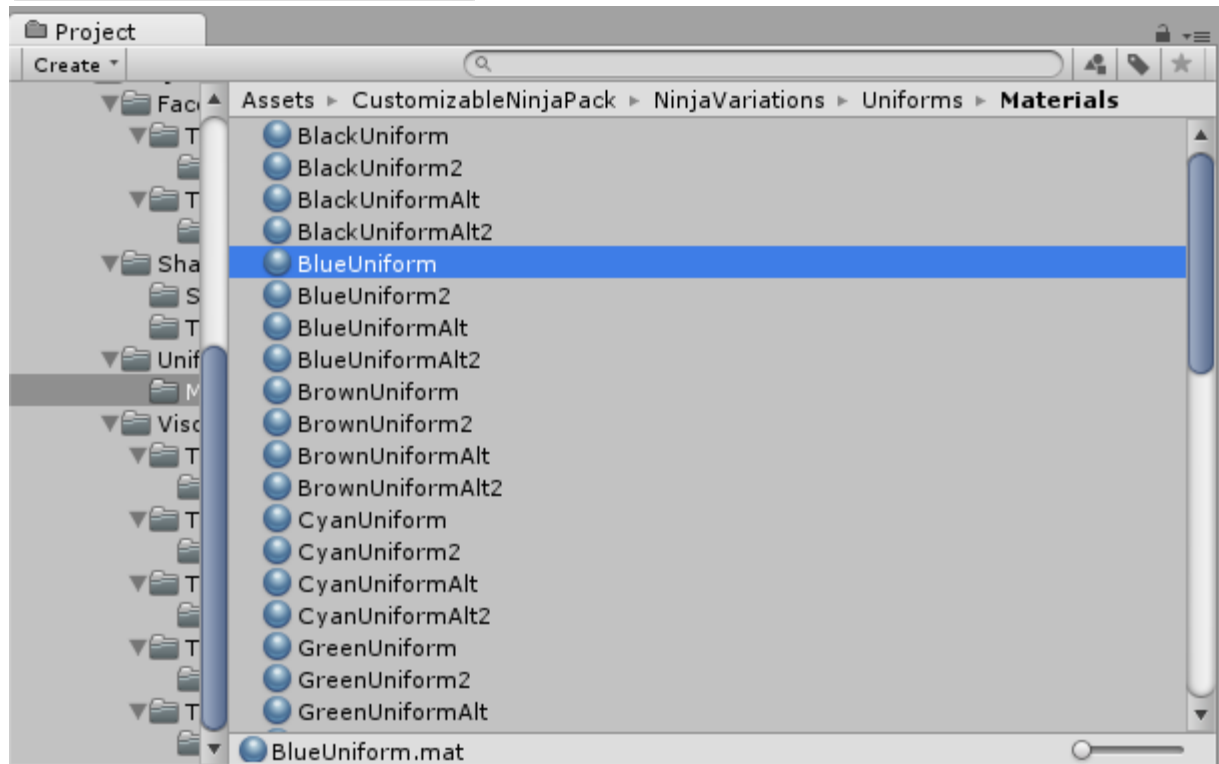


3. After we have exited play mode, the final changes made to the ninja’s model parts are logged into the “Console” tab. From here, we can select the logged materials in the “NinjaVariations” Material folders, and re-apply them to the ninja. We do this by selecting the “Renderer” components of the ninja’s model parts, then by changing their materials to their corresponding logged materials.

**(The debug log also tells us whether certain model parts were turned on or off. We can re-apply this by activating/deactivating the model parts that were turned on or off according to their corresponding logs.)**

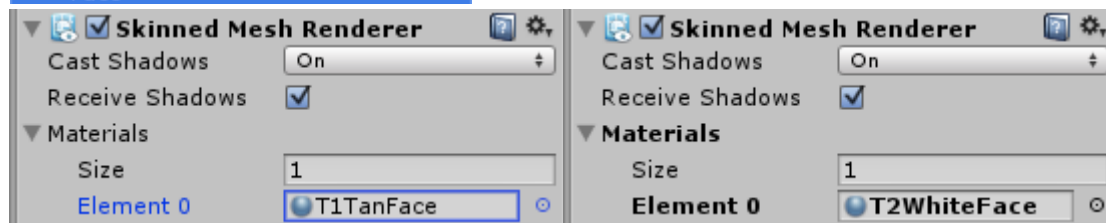
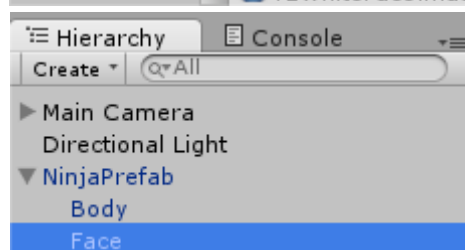
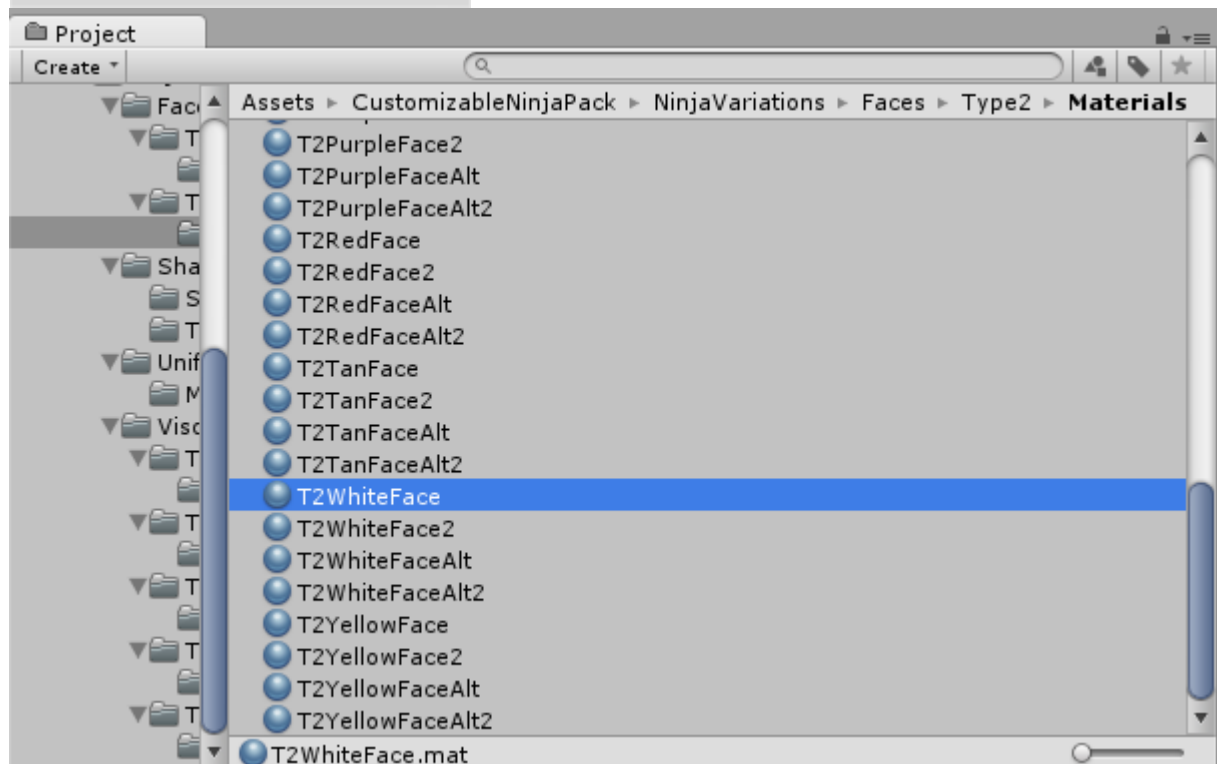


! Body: BlueUniform  
UnityEngine.Debug:Log(Object)

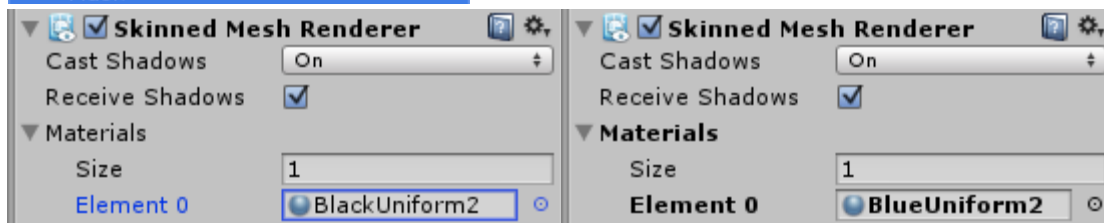
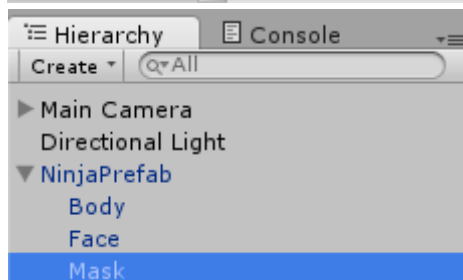
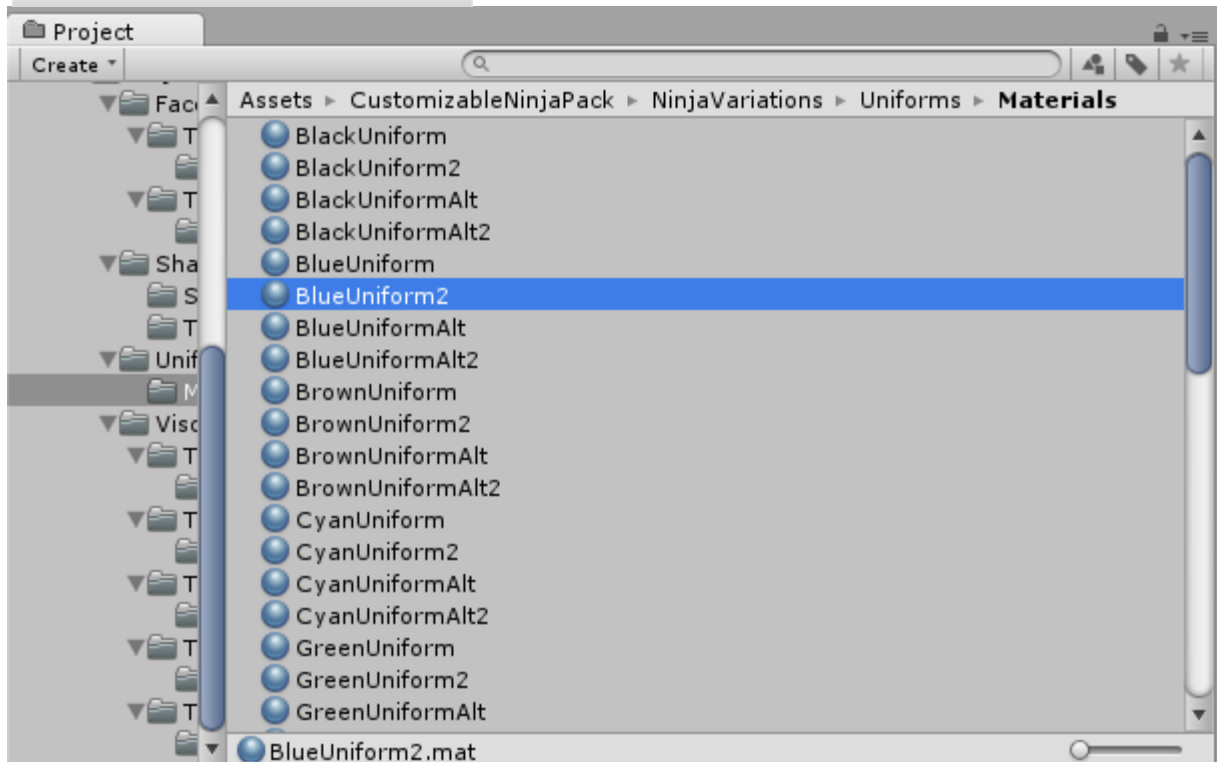




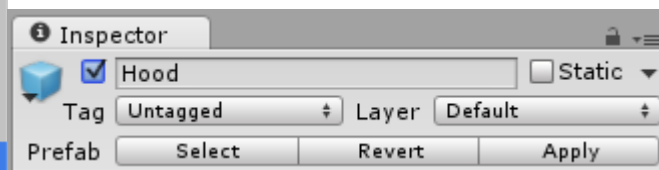
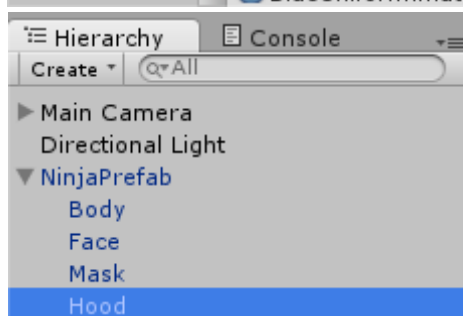
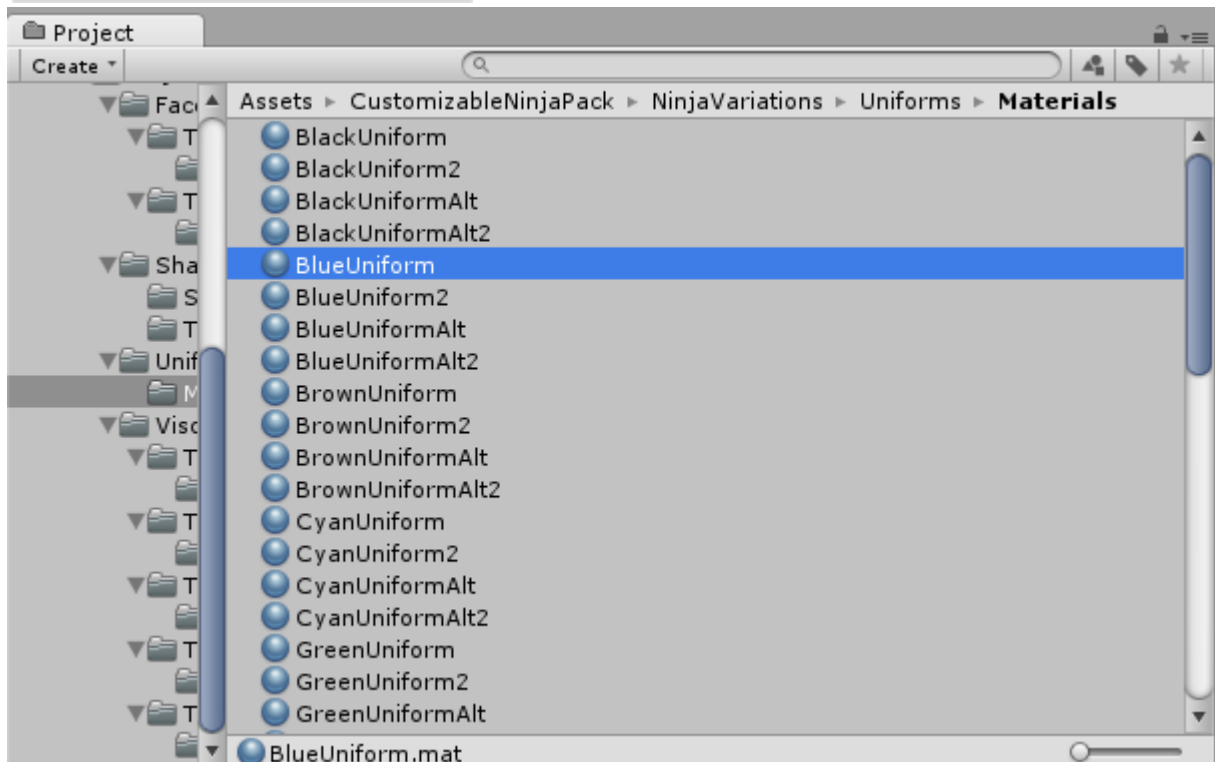
Face: Type2, T2WhiteFace  
UnityEngine.Debug:Log(Object)



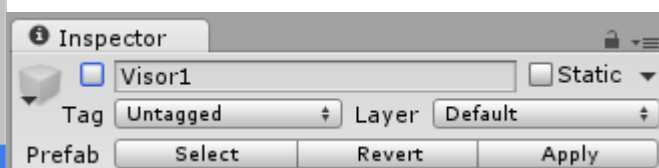
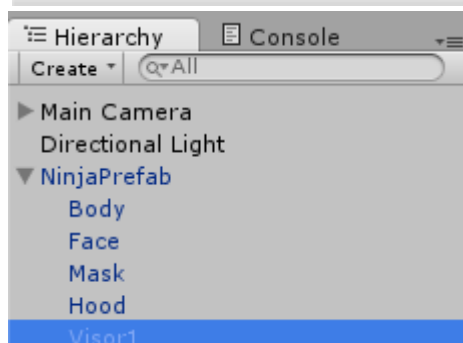
Mask: BlueUniform2  
UnityEngine.Debug:Log(Object)

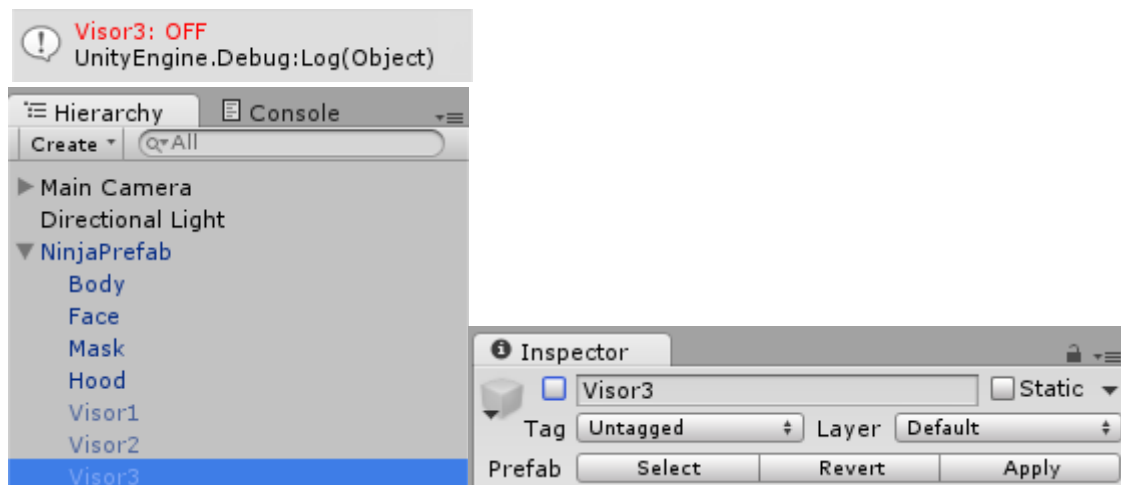
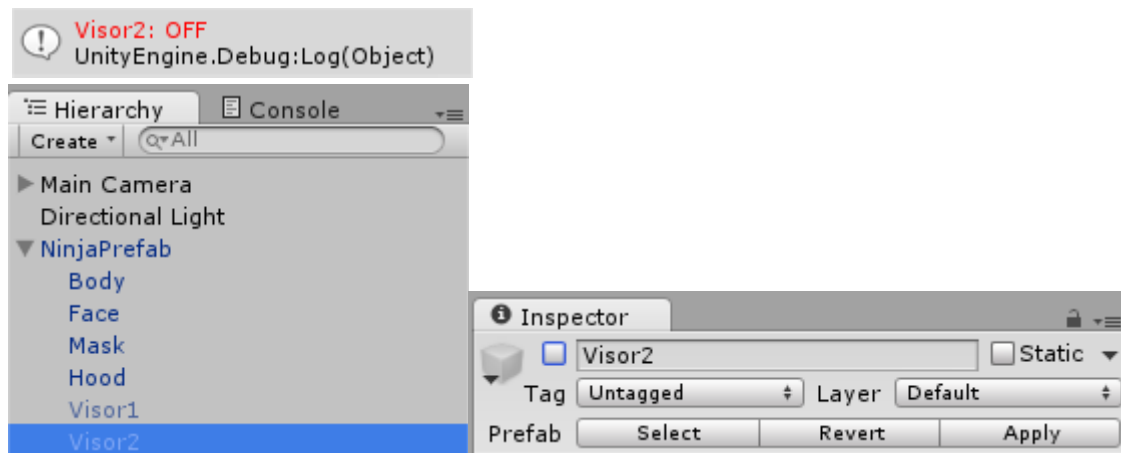


! Hood: ON, BlueUniform  
UnityEngine.Debug:Log(Object)



! Visor1: OFF  
UnityEngine.Debug:Log(Object)





## Customizable Ninja Pack Variables and Features

### CustomizationDebugScript.cs



Save Changes – determines whether or not to save the changes made to the materials in the customization menu

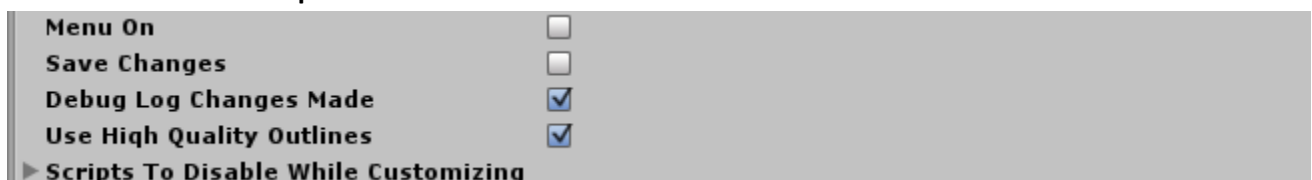
Debug Log Changes Made – determines whether or not to debug log the changes made to the ninja in the customization menu

Use High Quality Outlines – determines whether or not to use high quality outlines for the shaders



Toon Ramp – toon ramp of the toon shaders used in the customization menu

### CustomizationMenuScript.cs



Menu On – determines whether or not to have the customization menu on

Save Changes – determines whether or not to save the changes made to the materials in the customization menu

Debug Log Changes Made – determines whether or not to debug log the changes made to the ninja in the customization menu

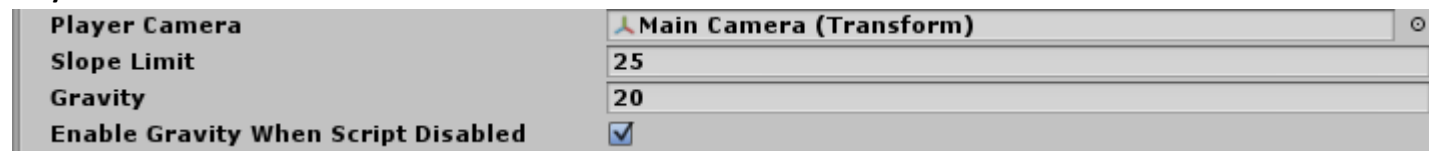
Use High Quality Outlines – determines whether or not to use high quality outlines for the shaders

Scripts To Disable While Customizing – scripts to disable when the player turns the customization menu on (and re-enable when the player turns the customization menu off)



Toon Ramp – toon ramp of the toon shaders used in the customization menu

### PlayerController.cs

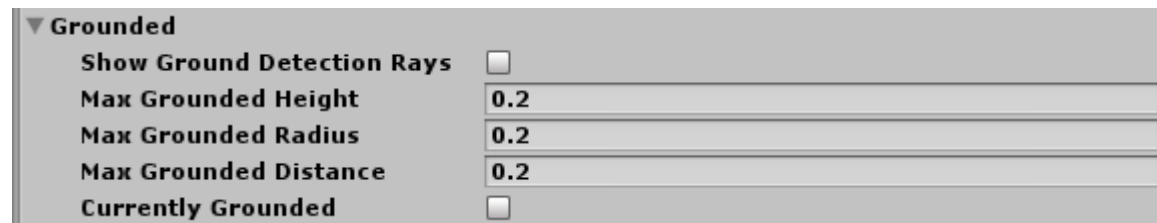


Player Camera – the camera set to follow the player (if this is not assigned, it will automatically assign itself to the scene's main camera)

Gravity – the amount of downward force, or "gravity," that is constantly being applied to the player

Slope Limit – the maximum angle of a slope you can stand on without sliding down

Enable Gravity When Script Disabled – allows gravity to be applied to the player while this script is disabled



Grounded – detectors that determine whether the player is grounded or not

Show Ground Detection Rays – shows the rays that detect whether the player is grounded or not

Max Grounded Height – the maximum height of the ground the ground detectors can hit to be considered grounded

Max Grounded Radius – the maximum radius of the area ground detectors can hit to be considered grounded

Max Grounded Distance – the maximum distance you can be from the ground to be considered grounded

Currently Grounded – determines if the player is currently grounded/on the ground

<b>▼ Movement</b>	
<b>Forward Speed</b>	6
<b>Side Speed</b>	4
<b>Back Speed</b>	5
<b>Mid Air Movement Speed Multiple</b>	1.1
<b>Acceleration</b>	50
<b>Movement Friction</b>	0
<b>Rotation Speed</b>	8
<b>Mid Air Rotation Speed Multiple</b>	1
<b>Slope Slide Speed</b>	1
<b>Slide Friction</b>	3
<b>Enable Movement When Script Disabled</b>	<input type="checkbox"/>

Movement – variables that affect the player's movement

Forward Speed – player's speed when running forward

Side Speed – player's speed when running sideways

Back Speed – player's speed when running backwards

Mid Air Movement Speed Multiple – player's movement speed in mid-air (multiplied by the player's current movement speed)

Acceleration – how fast the player will reach their maximum speed

Movement Friction – the amount of friction applied to the player's movement

Rotation Speed – player's rotation speed

Mid Air Rotation Speed Multiple – player's rotation speed in mid-air (multiplied by Rotation Speed)

Slope Slide Speed – how quickly you slide down slopes

Slide Friction – the amount of friction applied to the player from sliding down a slope

Enable Movement When Script Disabled – allows the player to move while this script is disabled

<b>▼ Jumping</b>	
<b>Jump Height</b>	6
<b>Allow Jump When Sliding Facing Uphill</b>	<input type="checkbox"/>
<b>Allow Jump When Sliding Facing Downhill</b>	<input checked="" type="checkbox"/>
<b>Enable Jumping When Script Disabled</b>	<input type="checkbox"/>

Jumping – variables that affect the player's jumps

Jump Height – height of jump

Allow Jump When Sliding Facing Uphill – determines whether or not you are allowed to jump when you are facing uphill and sliding down a slope

Allow Jump When Sliding Facing Downhill – determines whether or not you are allowed to jump when you are facing downhill and sliding down a slope

Enable Jumping When Script Disabled – allows the player to jump while this script is disabled

<b>▼ Attacking</b>	
<b>Waiting Time Between Attacks</b>	0.2
<b>Only Allow Mid Air Attack Once</b>	<input checked="" type="checkbox"/>
<b>Waiting Time Between Mid Air Attacks</b>	1
<b>Attack Input Button</b>	Fire1
<b>Enable Attacking When Script Disabled</b>	<input type="checkbox"/>

Attacking – variables that affect the player's attacks

Waiting Time Between Attacks – the amount of time you have to wait (between each attack) before you can attack again

Only Allow Mid Air Attack Once – only allows the player to use his mid-air attack once while in the air

Waiting Time Between Mid Air Attacks – the amount of time you have to wait (between each attack) before you can perform another mid-air attack (cannot perform another mid-air attack while in the air if “Only Allow Mid Air Attack Once” is true)

Attack Input Button – the button (found in "Edit > Project Settings > Input") that is used to attack

Enable Attacking When Script Disabled – allows the player to attack while this script is disabled



Collision Layers – the layers that the detectors (raycasts/linecasts) will collide with