

ReadMe_en.Doc

Model Name: 140403_unitychan

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【Before Getting Started】

This model is made available under the “Unity-Chan License.”

For more details, refer to the License folder of the Unity-Chan archive.

【Reference】

Unity Version: Unity4.3.4f1

FBX:unitychan.fbx

Exported from Maya Model:140402_unitychan.mb/Maya2014

(No embedded data, only skeleton)

UnityChanShader Version:2014/04/02

(The pupil material uses UV offsets in the Diffuse map to support eye movement)

【To Keep Things Looking Good】

- This model needs at least one directional light in the scene.

Please refer to the “Directional Light for UnityChan” in the Prefabs folder.

- For the following models, you can get good rendering results with the following SkinMeshRenderer settings:

- Set “Cast Shadows” to false

hair_front

hair_frontside

- Set both “Cast Shadows” and “Receive Shadow” to false.

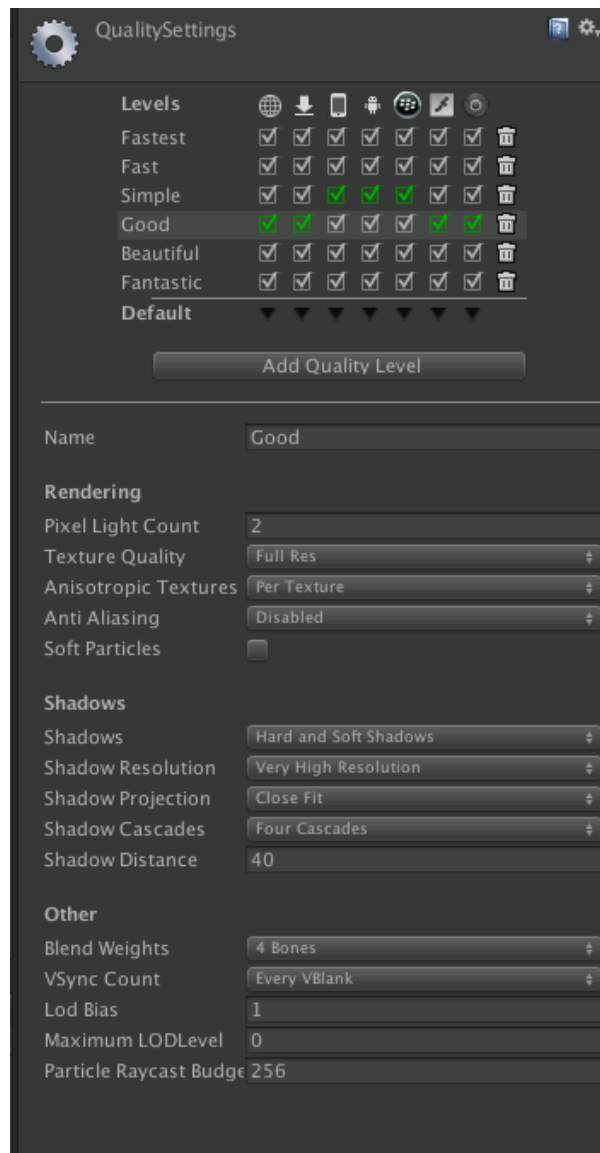
eye_L_old

eye_R_old

eye_base_old

※ See the Prefabs folder for Unity-Chan prefab data with these settings applied.

● For best general results, in Project Settings, set your QualitySettings to match what is shown below. If rendering quality is of utmost importance, you may want to tweak these settings on a per-device basis at your own discretion.



【Compatibility With Beta Versions】

The nodes of the blend shapes have changed. Motion data can be shared, however.

【Troubleshooting】

- Set Blend Weights to “4 Bones” when using minimum quality.
- “2 Bones” and below will cause tearing in the mesh.

- When displaying in mobile environments, it's possible that Unity-Chan's undergarments may show through inappropriately. If you see this happen, adjust your main camera's clipping plane.

It depends on the environment, so start with a Near plane near 1, and Far near 60, then find the most appropriate setting for your application.

- The Unity-Chan Shader has been designed especially for rendering Unity-Chan at her very best.

In case you want to make mobile games with Unity-Chan, consider using Unity's mobile-specific shaders rather than the Unity-Chan Shader.