



Asset Configurator

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<https://630Studios.com>

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Introduction

Asset Configurator is a set of tools to allow you to quickly set up configuration options on your assets and generate a runtime UI that allows your players to preview these configuration options.

You are able to set up configuration options for; Toggle-able Scene Objects, Asset Animations, Asset Materials, Asset Blend shapes (Morphs), and well as “sub items” that can be toggled on and off on the assets.

The Asset Configurator UI can be used for a variety of purposes including; Character Selection Screen, Character / Unity Customization Screen, Item Customization Screen, and for generating scenes to demonstrate your own models.

Tutorials & Videos

You can find additional comprehensive tutorials and video's on our website and youtube channel.

[Asset Configurator Website](#) [YouTube Channel](#)

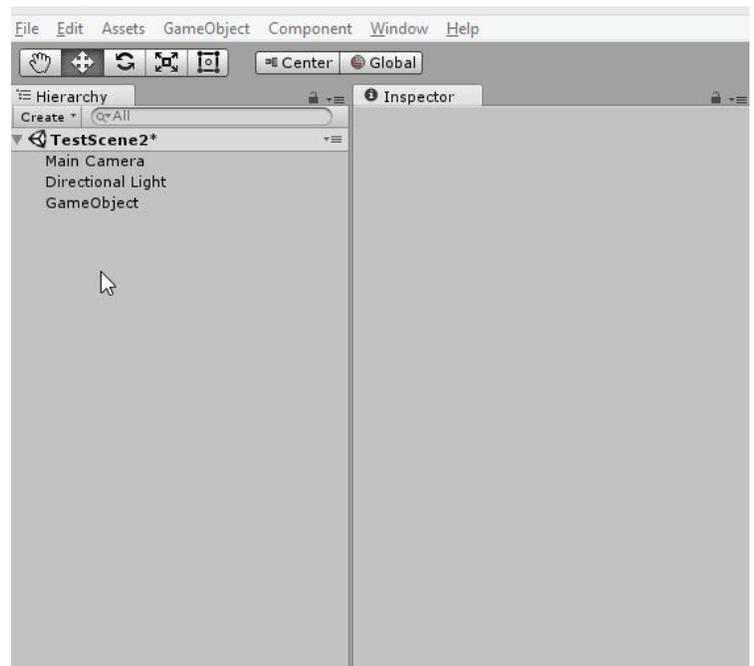
Asset Configuration Controller

Creation

The “Asset Preview Controller” is the brains of the runtime scenes, so we will need to add one to the current scene. To do this Follow the instructions below.

1. Right click in your hierarchy window
2. Select Asset Configurator > Create Preview Controller
3. Check the inspector for the “Asset Preview Controller” and ensure that the “Scene Camera” field has the camera you wish to use in it. If not, drag the appropriate camera to the field.

That's it. You are ready to start adding assets to the Scene Preview control.



Configuration Overview

Settings Tab



Scene Camera Field

Asset Configurator attempts to locate and use the main scene camera. If it is unable to locate it or you wish to use another camera drag it to the “Scene Camera” field.

Asset Scene Parent Field (Optional)

(Optional) Asset Configurator can load assets into a pre-designated container object called the “Asset Scene Parent”. If no “Asset Scene Parent” is provided assets will be loaded into the root of the hierarchy.

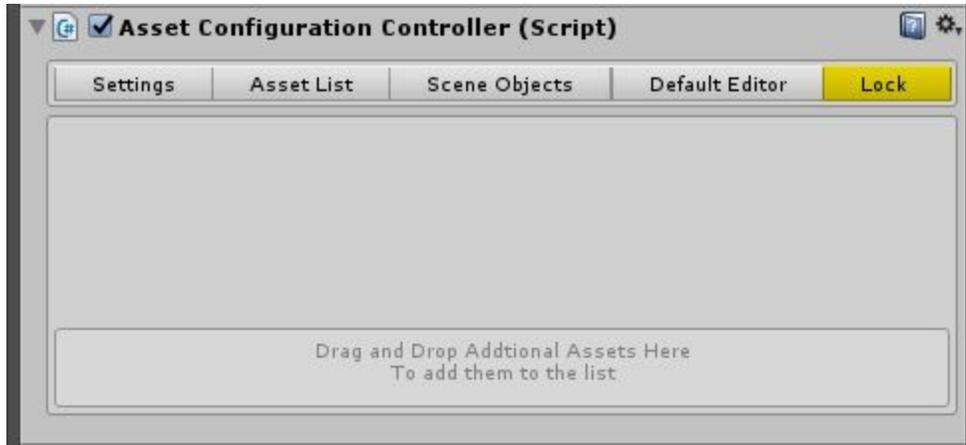
Asset Start Location Field (Optional)

(Optional) Set the location where you want the asset to load inside the “Asset Scene Parent” object.

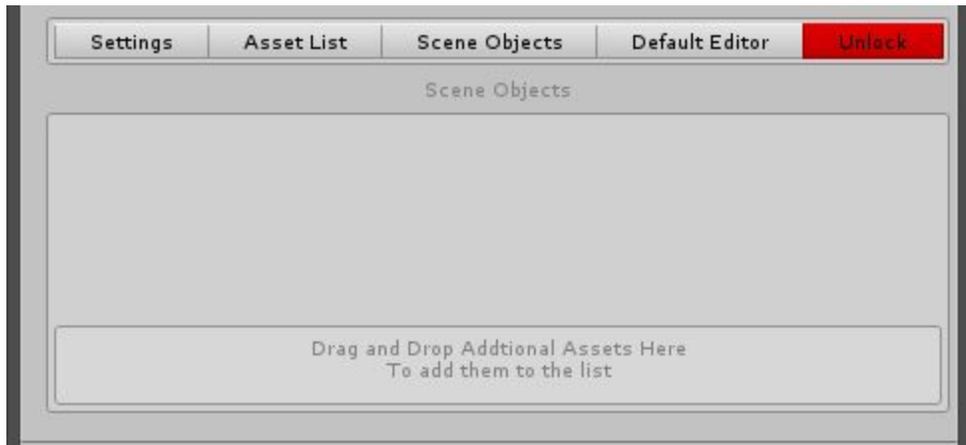
Populate the Preview Asset List (see Setting up an Asset Configuration Component section)

Asset List Tab

The Asset List tab is where you will add asset you with to display in the runtime scene. You can drag and drop files from your project window to the “Drag and Drop” area to add them to the list. If an object does not already contain an “Asset Configuration Data” component, it will prompt you asking if one should be added.



Scene Objects Tab



Asset Configuration Data

Creation

There are two ways to add the “Asset Configuration Data” component to a GameObject. You can either add it through the “Asset Configuration Controller” inspector, or you can add it manually.

Through the “Asset Configuration Controller”

1. Drag the asset to “Drag and Drop” zone under the “Asset Preview List” on the “Asset Configuration Controllers” inspector window.
2. Asset Configurator will prompt you asking if you would like to add the “Asset Configuration Data” component to the object. Click Yes.

Manually

1. Select the object you would like to add the “Asset Configuration Data” component to.
2. Click the “Add Component” button in the inspector window.
3. Type in “Asset Configuration Data” and select the component that appears.

Configuration Overview

General Settings

1. Click on the object you would like to configure.
2. In the inspector window locate the “Asset Configuration Data” component inspector.
3. Select a “Mesh Renderer Type” from the drop down that matches the type of mesh renderer that this object uses.
4. Drag the GameObject containing the MAIN mesh renderer or skinned mesh renderer for this object to the “Target Renderer” field in the “Asset Configuration Data” inspector.
5. Fill in the needed configuration options. Each option will be covered in its own section.

Toggle Objects

Toggle Objects can be any transform that is a child object of the main asset; Weapons, armor, particle systems, whatever you like. The UI will generate a list of these toggle objects that allows the player to turn them on and off.

Configuring

Toggle objects can be added simply by dragging one or more GameObjects to the “Drag and Drop” zone of the “Toggle Objects” section of the “Asset Configuration Data” inspector.

To remove an item from the list, simply click in its object field and hit the delete button.

Animations

Animations can be added to the Asset configuration of the asset to allow players to preview various animations that the model is capable of.

Configuring Animations

Animations can be added to the configuration of the object simply by selecting one or more animations from your project view and dragging and dropping them on the “Drag and Drop” zone in the animation section of the “Asset Configuration Data” inspector.

Animations can be removed from the configuration data simply by clicking in the animation object field and hitting the delete key.

Once you have populated the list with all your animations, hit the “Generate Mecanim” button, and Asset Configurator will generate a basic mecanim setup that will allow showcase all the selected animations.

Submesh Names

Submesh names are used to display a “friendly” name to players. Submesh names are used in the Materia Options UI. Submesh names should reflect what the mesh is. So for a character's hair mesh, it would be appropriate to name it “Hair”.

Configuring Submesh Names

An entry will be generated for each submesh contained in the primary mesh. Simply click in the text field, and type the name you wish the submesh to display as.

Material Options

Material Options allows you to assign a selection of materials to each submesh contained in the primary mesh. This will allow the player to cycle through the sets of materials you have designated allowing them to see the various :”skins” for the asset.

Configuring Material Options

To add material options to the configuration data simply drag one or more materials from your project window to the “Drag and Drop” zone on the “Asset Configuration Data” inspector for the appropriate submesh.

To remove a material from the list simply click the “X” button next to it.

Blend Shapes

Blend shapes allows you to configure the minimum and maximum values for any blend shapes that may be on the asset. Asset Configurator automatically detects your blend shapes, and populates the list. This list is used to generate the runtime UI that allows the character to morph between blend shapes.

Configuring Blend Shapes

Simply enter the minimum and maximum values each blend shape can have.