



INFO-SETUP-LICENSE



Contents of the package:

A simple one-step tracker

→ **TD Follower Simple**

→ **TD Follower Simple MA (Modular Avatar)**

A 'grab' version (it needs a little work)

→ **TD Follower with Grab**

→ **TD Follower with Grab MA (Modular Avatar)**

6 different body textures

12 body animations

6 different preset **Tiny Dragon** prefab (**TD**)

System requirement: SDK3 Avatars, Unity 2019.4.31f1

Shader: **lilToon** <https://lilxyzw.booth.pm/>

Modular Avatar: <https://modular-avatar.nadena.dev/>

Download

Get the latest version at <https://dekoai.booth.pm/>

Portfolio page

<https://aideko.hu/>

Support

If you have any problems or need help with the package, drop me a line.

License

The model, textures and animation are the property of the author.

The original model, textures and animations cannot be resold.

The model, textures and animations can only be modified or updated for your own use and NOT resold.

The package may not be transferred to a third party.

FOR **EASE** OF USE, USE THE **MODULAR AVATAR** VERSION.
YOU CAN READ THE DESCRIPTION OF IT IN **MODULARAVATARSETTINGS_TD**.

IF YOU DECIDE TO BUILD IT YOURSELF, FOLLOW THE INSTRUCTIONS BELOW:

INSTALLATION OF TD FOLLOWER SIMPLE

Drop the 'TD Follower Simple' prefab on your Avatar in the hierarchy.

Adjust it to fit. Just move the prefab! Do not move the folders underneath.

Done

INSTALLATION TD FOLLOWER WITH GRAB

Drop the 'TD Follower with Grab' prefab on your Avatar in the hierarchy.

Adjust it to fit. Just move the prefab! Do not move the folders underneath.

If you don't have an FX layer, use the Grab FX_TD layer. Drag it into the FX slot of your avatar.

Done

If you have your own FX layering

Make the following changes to the FX animator of your avatar:

!!! Open your own Avatar FX layer!!!

→ In the 'Parameter' tab, add a Bool, name it Follower_IsGrabbed.

→ In the 'Layer' tab create a new layer. Name it Grab, Weight value:1

→ Copy the nodes from the 'Grab FX_TD' layer and paste them into the Grab field of your 'FX Layers'.

Make sure the order is correct the order of the nodes is not reversed when copying! This is very important!

→ Check that 'Is Grabbed_TD' is 'Is Not Grabbed_TD' in the 'Animation' field are correctly specified.

If yellow, copy the pre-file name and correct the name in the path.

Tutorial video:

<https://youtu.be/gCzk7B6fGpQ>

Done

Customize

You can replace the models with another prefab:

→ Unpack the prefab placed in Hierarchy and replace the model 'TD1' under 'World Constraint

- Follower Constraint - Position' with another one.

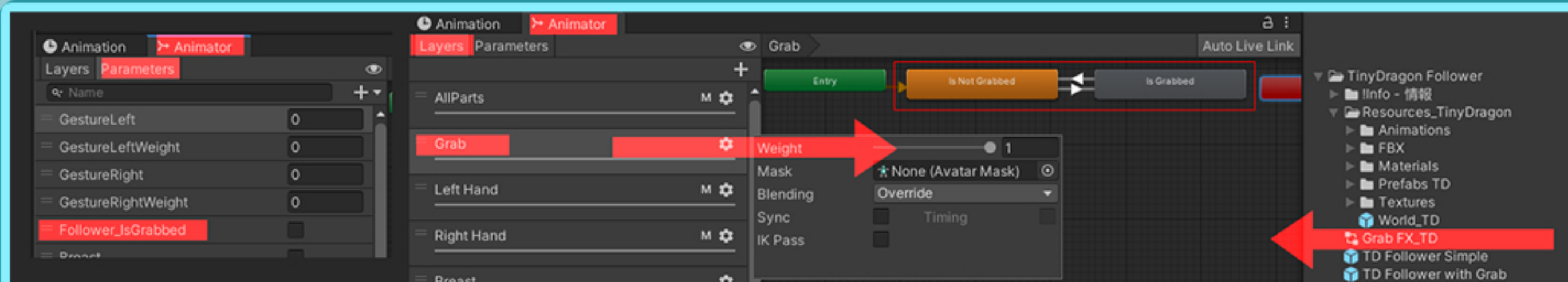
→ For individual customisation, materials and textures can be exchanged separately.

→ The armature of the follower can be scaled.

→ Increasing the weight of the 'Follow Target' (default weight is 0.008) under 'Follower Constraint' will make it move faster.

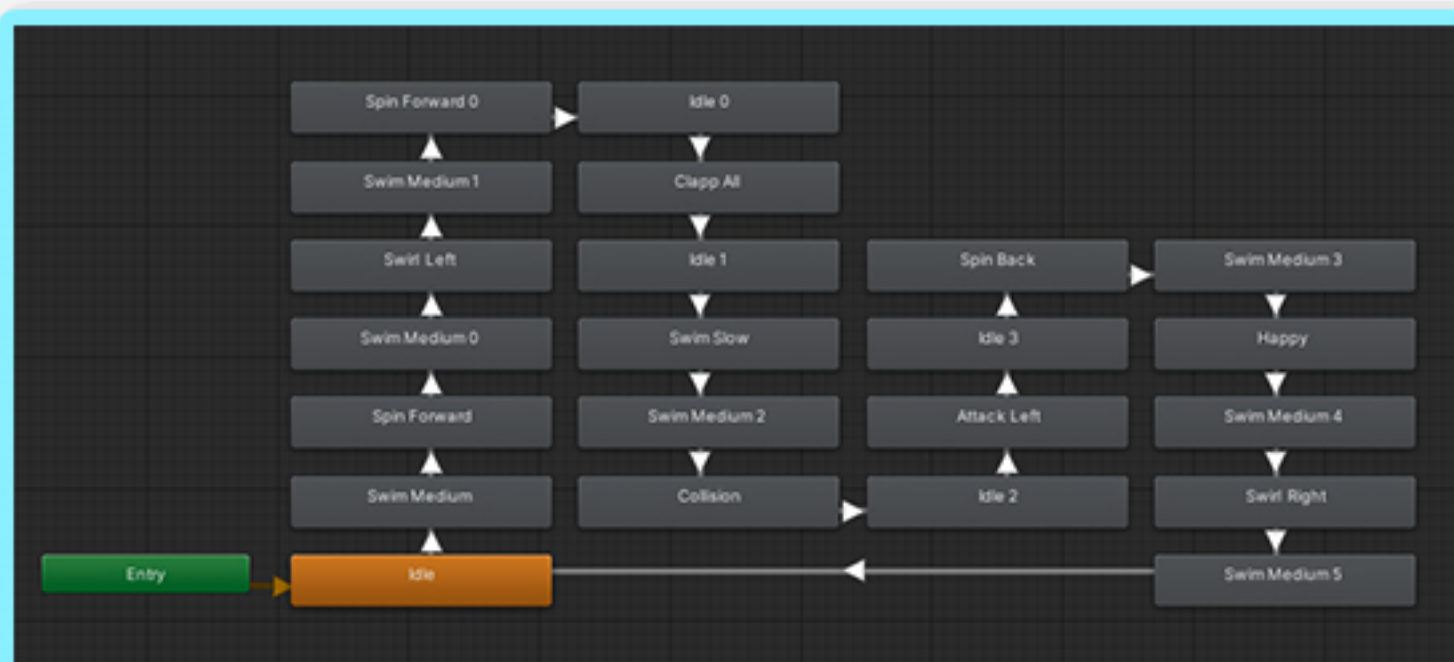
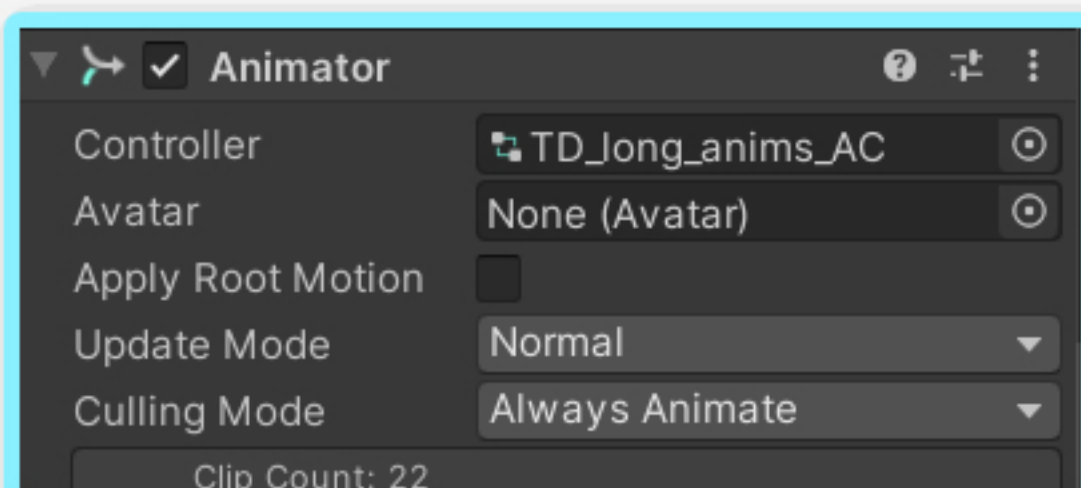
→ Moving the 'Follow Target' will shift the rest position of the crew member it is following.

→ Moving 'Look At Target' within the follower target will change where the crewmember will look in their rest position.



FOLLOWER ANIMATIONS:

There is currently a long animation series on follower.



If you find this too long, you can edit it or replace it with a simple flight in the TD prefab Animator Controller:

