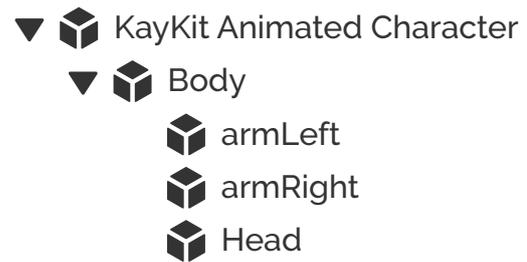


IMPORTING ANIMATIONS:

- Import "KayKit animated character.fbx".
- Create new **Animator Controller**.
- Add animations from "KayKit Animated Character" to newly created **Animator Controller**.
- Set "KayKit Animated Character" to newly created **Animator Controller**.



USING OTHER KAYKIT CHARACTERS:

- Remove "PrototypePete" mesh.
- Import KayKit character of choice.
- Parent character parts to "KayKit Animated Character" (i.e. parent character_head to 'head', character_armLeft to 'armLeft' etc.).

