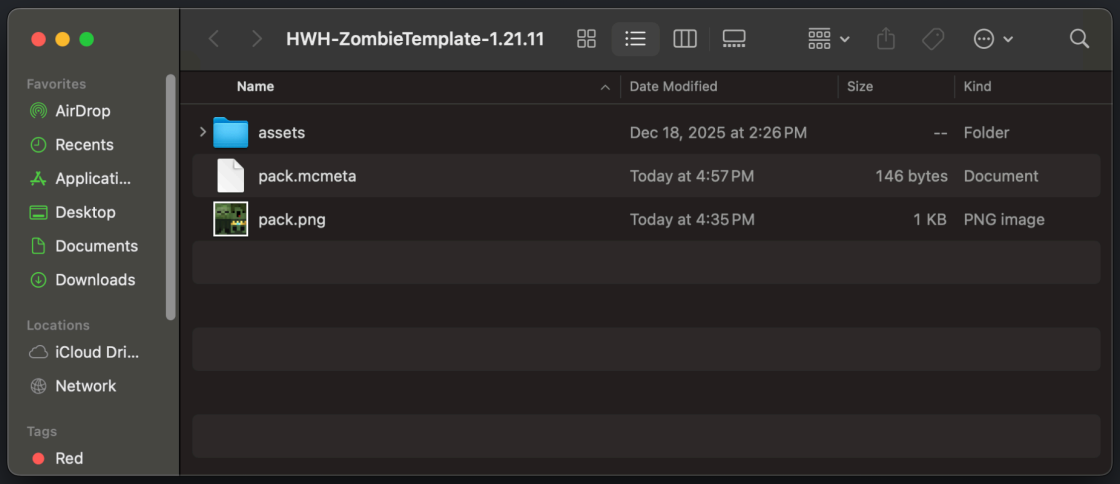
HOW TO CUSTOMIZE

ZOMBIE VARIANT TEMPLATE

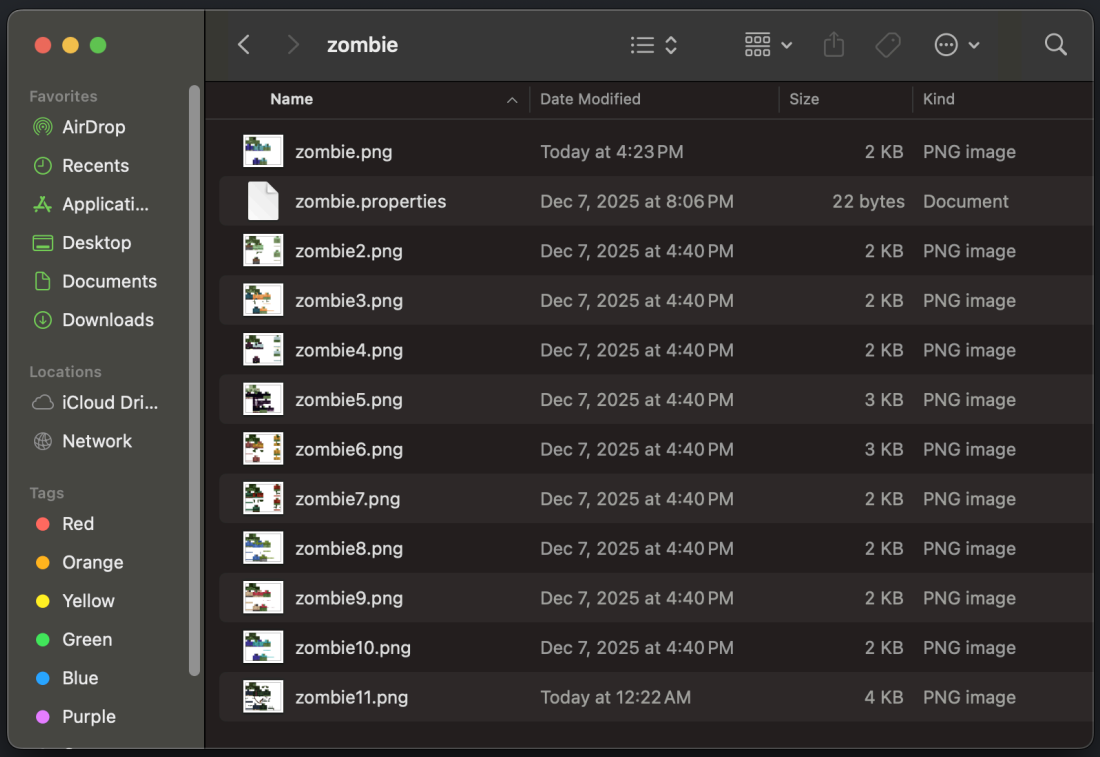
HANGIN' WITH HUDZ'S

Requires Optifine or EMF + ETF

When you first download the pack, unzip it. This is what the inside should look like.

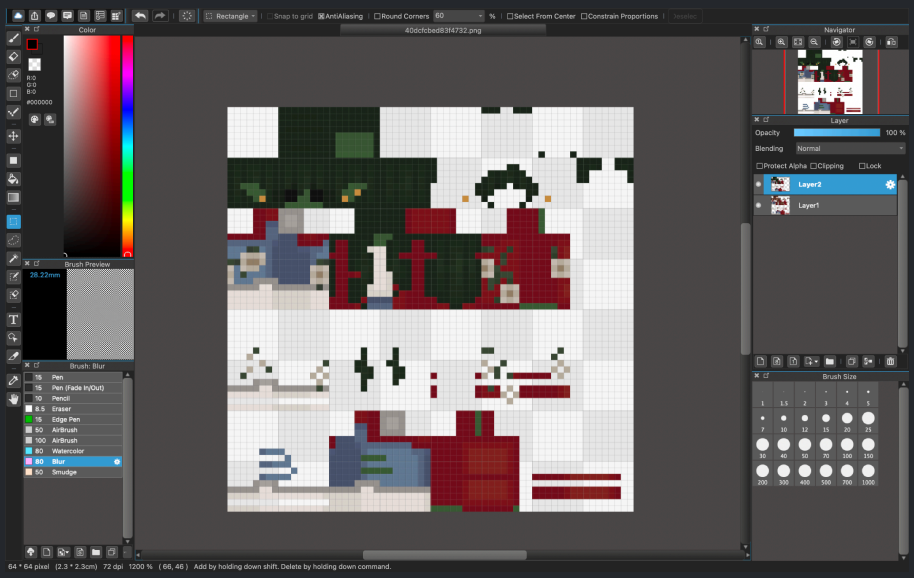


Now, navigate to `/assets/minecraft/optifine/random/entity/zombie`. Inside of this folder you will find all of the pre-installed zombie textures.

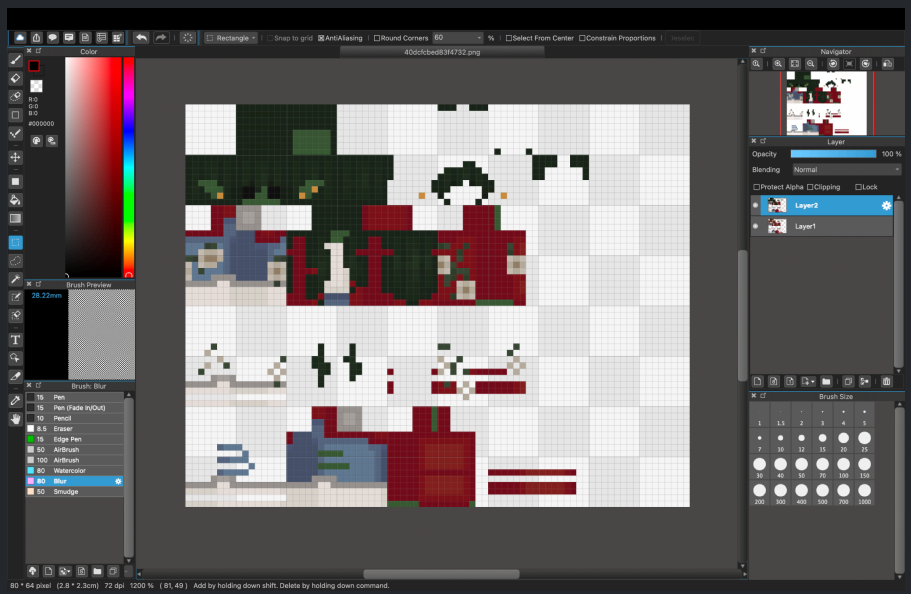


You can either delete these zombies and replace them with your own, or add your own zombies in addition to the pre-installed ones. For this tutorial, I will add a new zombie to the pack.

Grab a Minecraft skin that you would like to appear on the zombie, any minecraft skin will work, and put them into an image editing software that supports transparent images. (Paint.net, Photoshop, Medibang Paint Pro, Gimp, others will work as well).

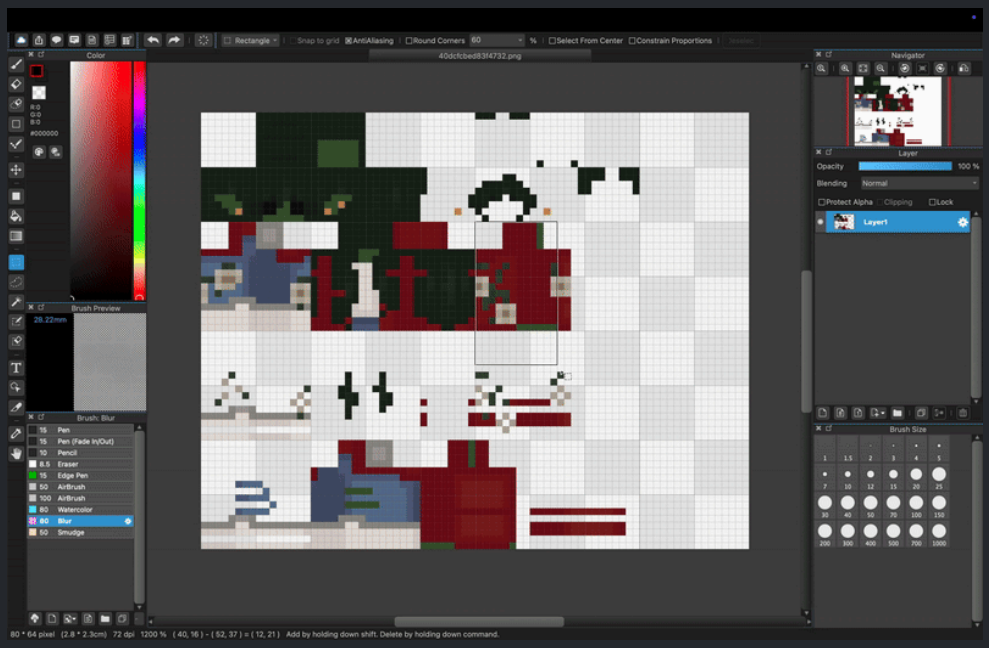


Then expand the canvas to 80x64, and move the image to the left side.



If your skin uses the Steve model (4 pixel wide arms) you are done. Save your image in the `zombie` folder of the resource pack as `zombie12.png` or whatever the next number is in your folder.

If your skin uses the Alex model (3 pixel wide arms) you will need to move the arms to this position on the image, then save your file.



Now, install the resource pack and you're done! Your zombie has successfully been added as a variant that can spawn in the game!



This pack is also compatible with [Fresh Animations!]

