

Female Hero. Action adventure. Updates List.

Update 05 (11.03.21)

1. Minor tweaks skin weights and body master material.

Update 04 (19.02.21)

2. Improving fixup skin weights around the wrist, hand and thumb.

Update 03 (28.11.20)

1. **Minor tweak and fix skin weights.**

The list of assets:

SK_SkinBody_A

SK_Torso_A

Sk_Pelvis_A_01

SK_Lower_Body_B

SK_Lower_Body_A

SK_Legs_B_01

SK_Legs_A_01

SK_Head_A_01

SK_Feet_A

SK_Arms_A_02

SK_Arms_A_01

2. **Added an additional heads variation:**

SK_SkinBody_B

SK_Head_B_01

3. **Added an additional heads variation:**

SK_HairStyle_B

SK_HairStyle_C

Update 02 (05.11.20)

***Important.** The skeleton of the previous project is not compatible with the updated asset. I advise you to make a backup of your projects. You can keep it, but this skeleton will no longer be supported in the future.

Change log:

- The skeleton has been remastered and optimized (SK_SkinBody_A_Skeleton)

- Removed extra bone Neck_02.

- Removed most of the Facial Rig bones

- Improved Skin Weight on body parts and clothing to avoid penetration.

- Fixed texture masks for the correct work of the SSS shader. (Green channel

T_Body_A_01_M, T_Head_A_01_M)

- Added cartridge (Cartridge Pouch) In the previous version, the name of the asset had a non-English Symbol/Character and when creating a build on the market, it was removed.

- Increased the bandage on the thigh (SK_Band_Thigh_A) Can now be combined with pants denim.

Update 01.(07.06.20)

Fixing up an body master material. Replacing the wrong texture sampler node.

Fixing up mistakes in the name of the morph targets.