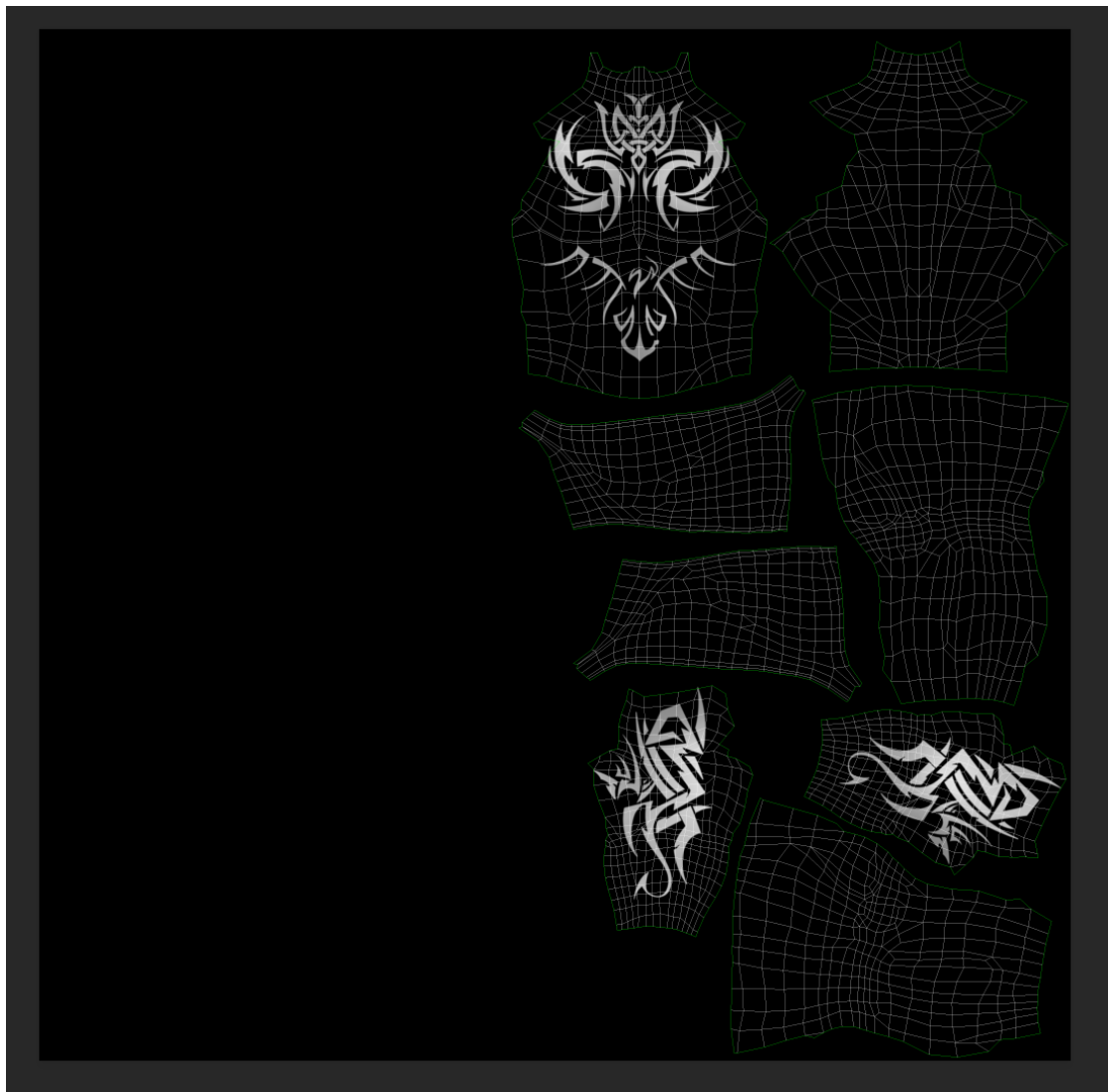


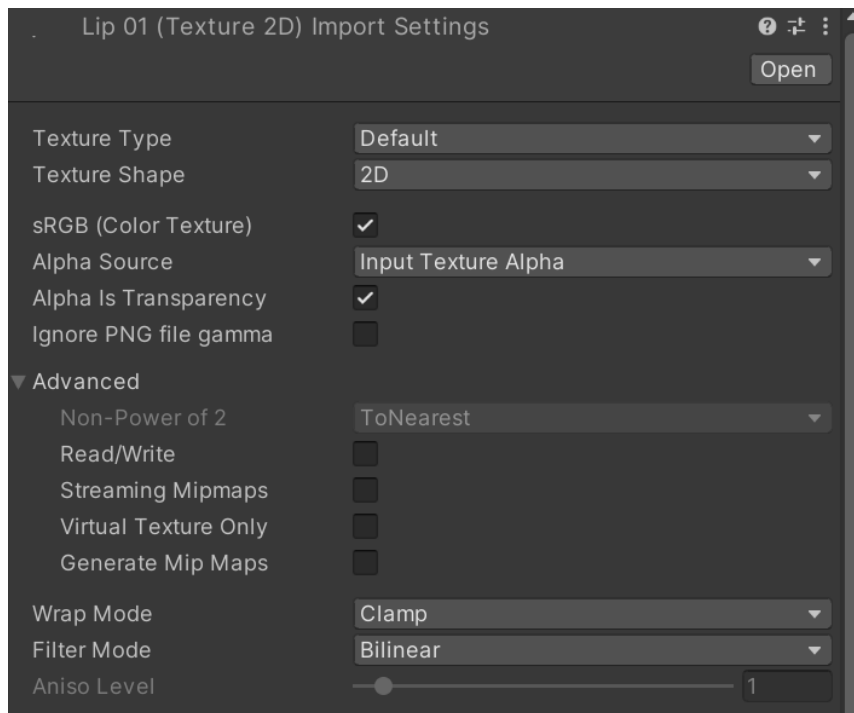
HOW TO CREATE HEAD CUSTOMIZATION TEXTURES

Customization textures include details like lips, eyes, eyebrows, makeup, tattoos, etc. To create new customization textures, you'll need basic skills in image editing software like Photoshop or similar tools.

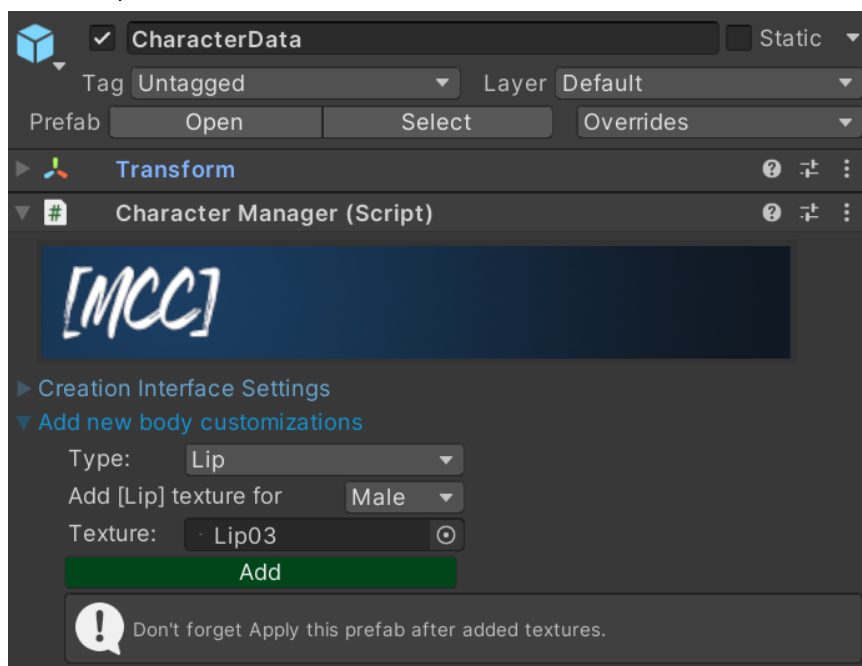
1. Locate the corresponding UV layout images in the [“SoftKitty/MasterCharacterCreator/ArtSource/UV/”](#) folder and open them in Photoshop. Create your new texture based on the UV layout. You can refer to the existing textures in the [“SoftKitty/MasterCharacterCreator/Resources/MasterCharacterCreator/Player/”](#) folder. Ensure the texture is in grayscale, and adjust the brightness to be as bright as possible for optimal results. Make sure the background is transparent.



2. Save your new texture as a **PNG** file and place it into your project folder. In the Inspector, adjust the Texture Import Settings: check **"Alpha is Transparency,"** uncheck **"Generate Mip Maps,"** set **"Wrap Mode"** to **"Clamp,"** and click the **"Apply"** button.



3. Select the **CharacterData** prefab in the Hierarchy, expand the **"Add new body customizations"** section in the Inspector. Choose the corresponding type of this item, and assign the texture to the texture slot. Ensure the correct gender of the character is selected, then click the **"Add"** button to proceed.



4. It's done! Your new texture should now appear in the character creator.

Don't forget to repeat the same process for the other gender's character model if you want this item to be available for both male and female characters.