

# Use Characters in Vizard

To use a character from the Vizard Complete Characters library, do the following:  
Create a new folder for the character files.

## Step 1: Copy the polycount specific files

Go to the folder "Vizard loadable files" and select the character you want to use. This example shows the steps for the "casual01\_f" character. Choose the subfolder according to the polycount of your choice and select all files. Copy them to the folder you created (figure 1).

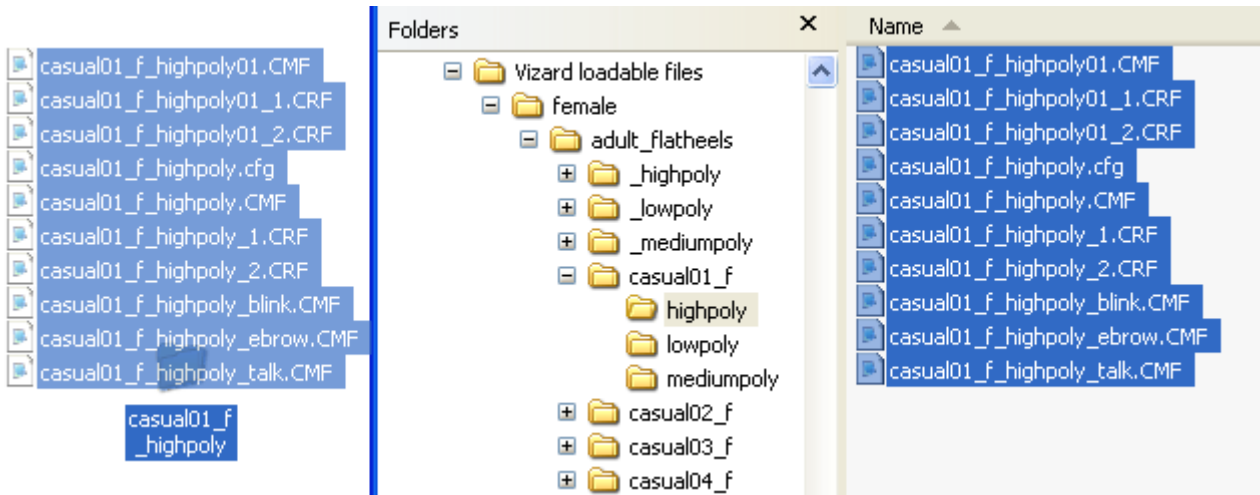


Figure 1: Copy the polycount specific files

## Step 2: Copy the texture maps

Select one folder higher in hierarchy e.g. "casual01\_f". Copy the texture maps. The "...\_spec.tga" file is the specular texture map and only needs to be copied if you want to use this texture map (figure 2).

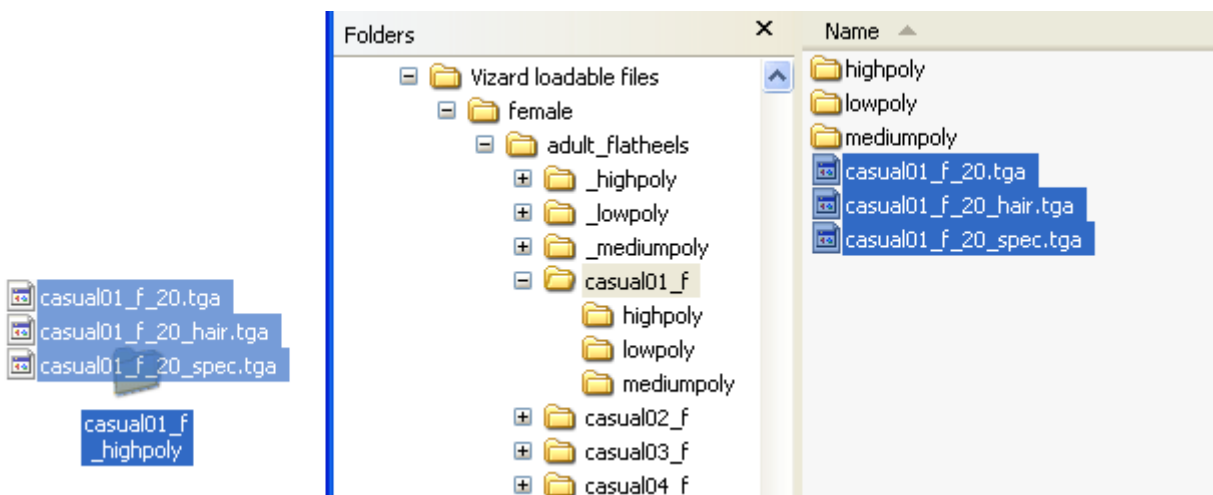


Figure 2: Copy the texture maps

### Step 3: Copy the animations and the skeleton

Select the folder "\_highpoly", "\_mediumpoly" or "\_lowpoly" accordingly to the polycount you chose. Select all files in the folder and copy them to your folder (figure 3).

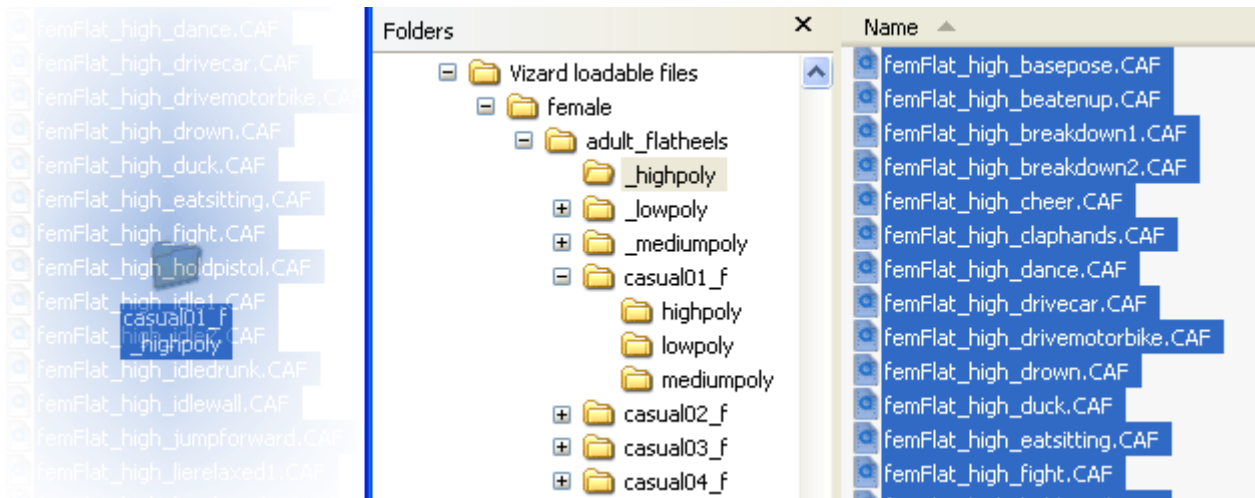


Figure 3: Copy the animations and the skeleton

### Step 4: Use the character you created

Create the Vizard™ file which uses the character one level above your folder in hierarchy and add the character with the following command:

```
casual01_f_high = viz.add('casual01_f_highpoly/casual01_f_highpoly.cfg')
```

The highlighted part in the line above is the folder name of the folder you created for the character.