



Unity Asset - KEKOS - Customizable 3D Character Cartoon Kids v1.1.0

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Unity Asset - KEKOS - Customizable 3D Character Cartoon Kids is a highly adaptable 3D Character Customization Tool designed to seamlessly integrate into diverse projects within Unity. Offering an extensive array of outfit combinations and features, it boasts a user-friendly editor for swift customization.

How to use tools to create 3D characters to design your project?

You can use "Unity Asset - KEKOS - Customizable 3D Character Cartoon Kids" to design your project.

Its standout features encompass a vast selection of customizable elements, ranging from torso, pants, and shoes to gloves, hairstyles, and facial features. Additionally, it incorporates blended shapes for nuanced facial expressions, ensuring dynamic character portrayal.

"Unity Asset - KEKOS - Customizable 3D Character Cartoon Kids" Samples:

Compatible with multiple pipelines such as Built-in, URP, and HDRP, as well as various platforms including PC, Android, iOS, and VR, KEKOS caters to a broad spectrum of development needs. It comes complete with runtime scene examples, FAQs, and technical documents for ease of implementation.

With over 20 character prefabs and 6 test animations bundled, KEKOS offers a comprehensive solution for character customization requirements. Technical specifications cover pipeline compatibility, element count, polygon count, texture dimensions, rigging details, and available animations.



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