

Character

A **character** is a code block that contains a third person playable [3D Models](#) that comes with a default [3D Models](#) that also comes with animations, you can add your custom [3D Models](#) and animations, you can also adjust the speed, controls, and more.

Default character model.



Custom Character Models





MORE MODELS

- [Cone](#)
- [Cube](#)
- [Cylinder](#)
- [Group](#)
- [Merge](#)
- [Model](#)
- [Plane](#)
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