

## Requirements

1. We will require 3D model, textures according to the given reference images in this pdf document
2. The character is intended to be used in android game and should be very optimized.
3. The required format is fbx
4. Character should be rigged
5. Base character rigging structure, character physique, and scale should be similar to the model we provide in the fbx file named **Model\_Unity\_Ver1**
6. Four Armor sets are required and should be separate from the base character

### For optimization we recommend the following

- Base character vertices should be up to 2000 verts.
- Each armor set vertices should not exceed 1500 verts.
- Only one (1024) texture should be used for base character.
- Only one (1024) texture should be used for each armor set.
- Mesh should not be deformed/stretched from rigging joints when an animation is applied.

**Character details are given below :**

# Player Character Design

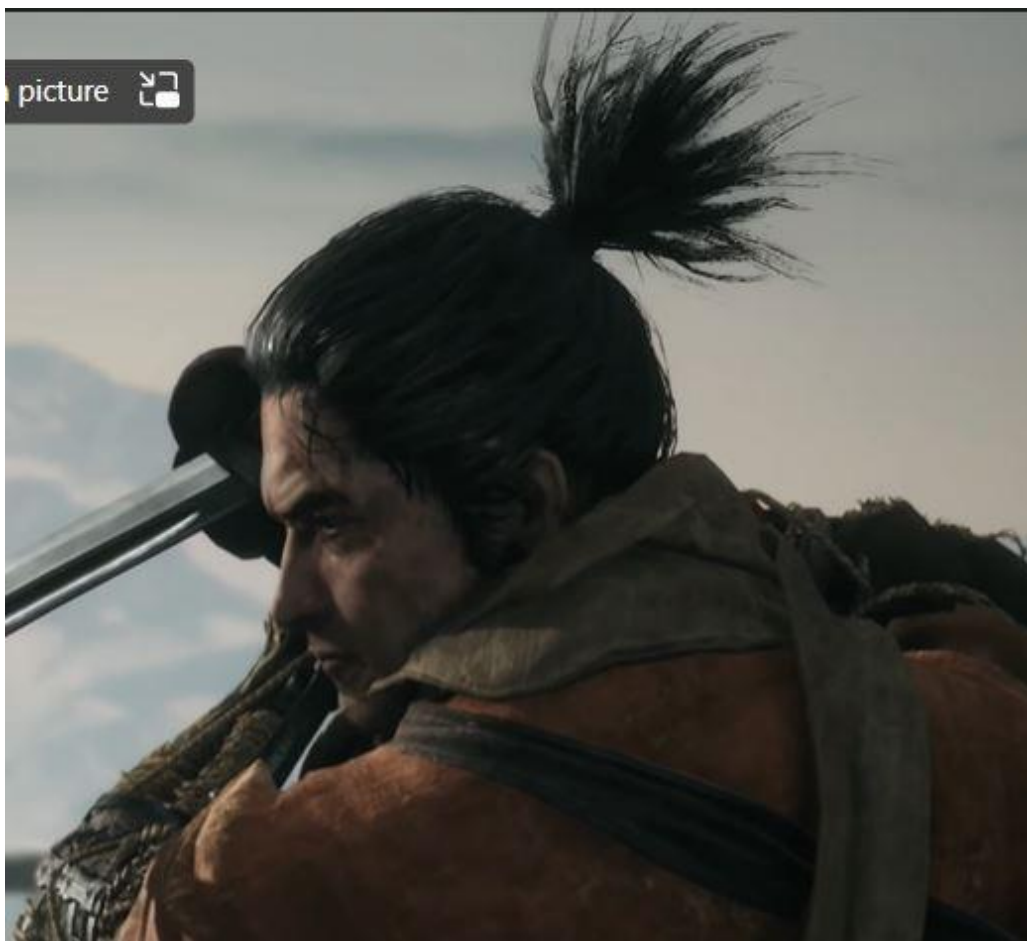
## Hair:

Make two variants for hair texture, one for black color exactly like the reference and another for maroon color.

## **Link:**

<https://sekiro-shadows-die-twice.fandom.com/wiki/Sekiro>

## **Photos:**





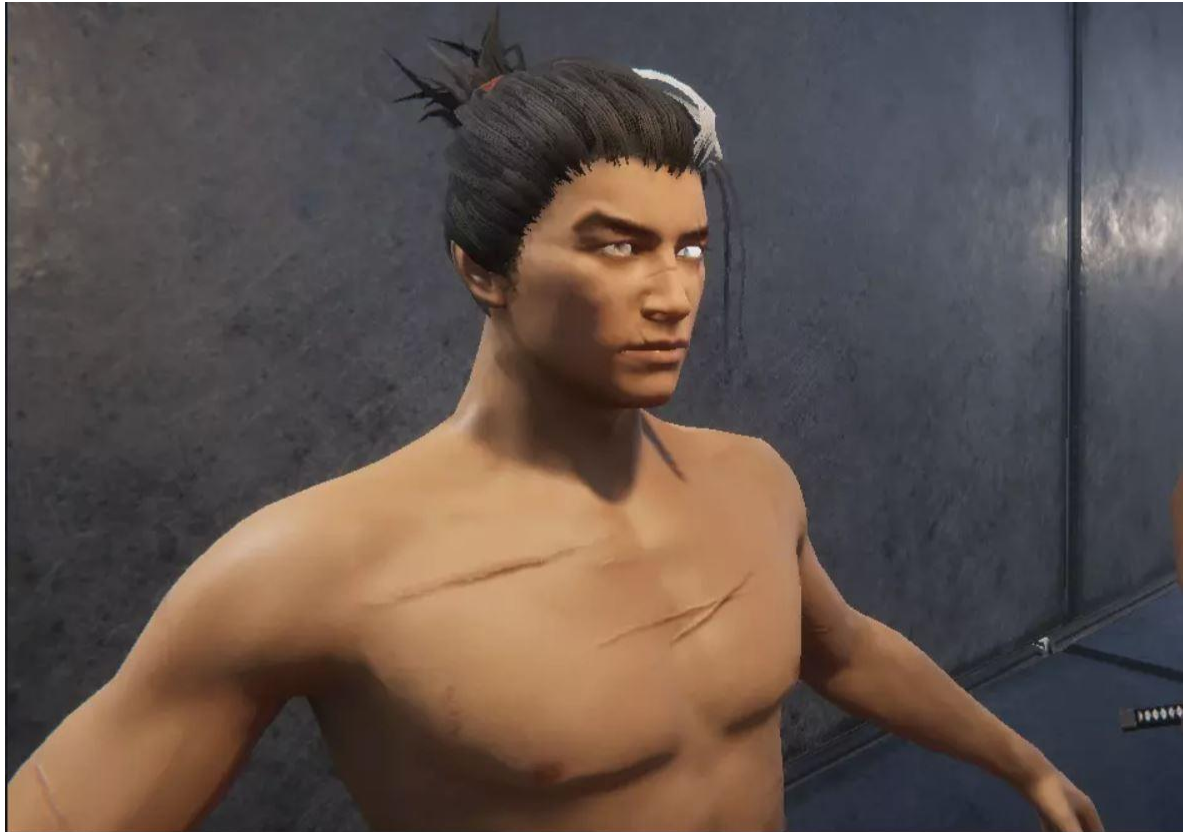


## **Face:**

### **Link:**

<https://assetstore.unity.com/packages/3d/characters/humanoids/arashi-akuma-character-155061#description>

### **Photos:**





# Base Body:

Scarf is not included.

## Photos:





# Armor Sets

- **Armor Set 1**

## Chest Armor:

logo not included

**Link:** [https://static.wikia.nocookie.net/ghostoftsushima/images/f/f6/Sakai\\_Armor\\_Lvl\\_1\\_Crocb=20201214105325](https://static.wikia.nocookie.net/ghostoftsushima/images/f/f6/Sakai_Armor_Lvl_1_Crocb=20201214105325)

## Photo:



## Video Link:

<https://youtu.be/S2uVAp-BTgl?t=319>



## Shoulder and Forearm Armor:

should be on both sides

### Photo:



### Video Link:

[https://cdn-animation.artstation.com/p/video\\_sources/000/007/926/jordan-younglove-samurai-leaves-turntable.mp4](https://cdn-animation.artstation.com/p/video_sources/000/007/926/jordan-younglove-samurai-leaves-turntable.mp4)

## Headwear:

**Link:** [https://static.wikia.nocookie.net/ghostoftsushima/images/b/bf/Early Sakai armor by to-width-down/1000?cb=20200903061228](https://static.wikia.nocookie.net/ghostoftsushima/images/b/bf/Early_Sakai_armor_by_to-width-down/1000?cb=20200903061228)

## Photo:



**Mask:**

**Link:**

<https://media.sketchfab.com/models/c600f5477e924ca88ab98689634b2ea1/thumbn>

**Photo:**



## Armor Over Shirt:

The jacket type shirt that character is wearing over chest armor. (Not the cloak)

**Link:** [https://static.wikia.nocookie.net/ghostoftsushima/images/e/e0/Ghost\\_Armor\\_lv3.jpg/rb=20210601165542](https://static.wikia.nocookie.net/ghostoftsushima/images/e/e0/Ghost_Armor_lv3.jpg/rb=20210601165542)

**Photo:**





## Thighs and Foot Armor:

hanging cloth on legs not included

**Link:** <https://cdnb.artstation.com/p/assets/images/images/016/834/475/large/jordan-younglove-samurai-mtfuji-profile.jpg?1553644763>

## Photo:



## Video Link:

[https://cdn-animation.artstation.com/p/video\\_sources/000/007/926/jordan-younglove-samurai-leaves-turntable.mp4](https://cdn-animation.artstation.com/p/video_sources/000/007/926/jordan-younglove-samurai-leaves-turntable.mp4)

- **Armor Set 2:**

## Chest, Shoulder, Forearm, Thighs and Foot Armor:

without the arrow bag and belt

**Link:** <https://cdna.artstation.com/p/assets/images/images/046/896/382/large/kanish-cyriacus-palathingal-hawkeye-ronin-turn.jpg?1646243935>

**Photo:**



**Headwear:**

**Photo:**



**Video Link:**

<https://youtu.be/S2uVAp-BTgl?t=659>

## Mask:





## Armor Over Shirt:

the bamboo cloak character is wearing on neck

## Photo:



## Video Link:

<https://youtu.be/S2uVAp-BTgl?t=378>

## Armor Set 3:

### Chest, Forearm, Head, Thighs and Foot Armor:

without the chest belt

#### Photo:



#### Video Link:

[https://youtu.be/e5rJ2\\_lgztE?t=498](https://youtu.be/e5rJ2_lgztE?t=498)

## Shoulder Armor:

Photo:



## Video Link:

<https://youtu.be/S2uVAp-BTgl?t=164>



**Mask:**

**Photo:**



**Video Link:**

<https://youtu.be/S2uVAp-BTgl?t=543>



## Cloak:

## Link:

<https://happygamer.com/wp-content/uploads/2021/01/6e67c679b19a62f81464931f7fa169b7.jpg>

## Photo:



## Video Link:

<https://youtu.be/S2uVAp-BTgl?t=419>

## **Armor Set 4:**

**Chest, Shoulder, Head Armor and Mask:**

**Photo:**



## Left Shoulder Armor:

### Link:

<https://nioh2.wiki.fextralife.com/Million+Demon+Armor>

### Photo:



## Forearm, Thigh and Foot Armor:

### Link:

<https://nloh.wiki.fextralife.com/Golden+Nioh+Armor>

### Photo:





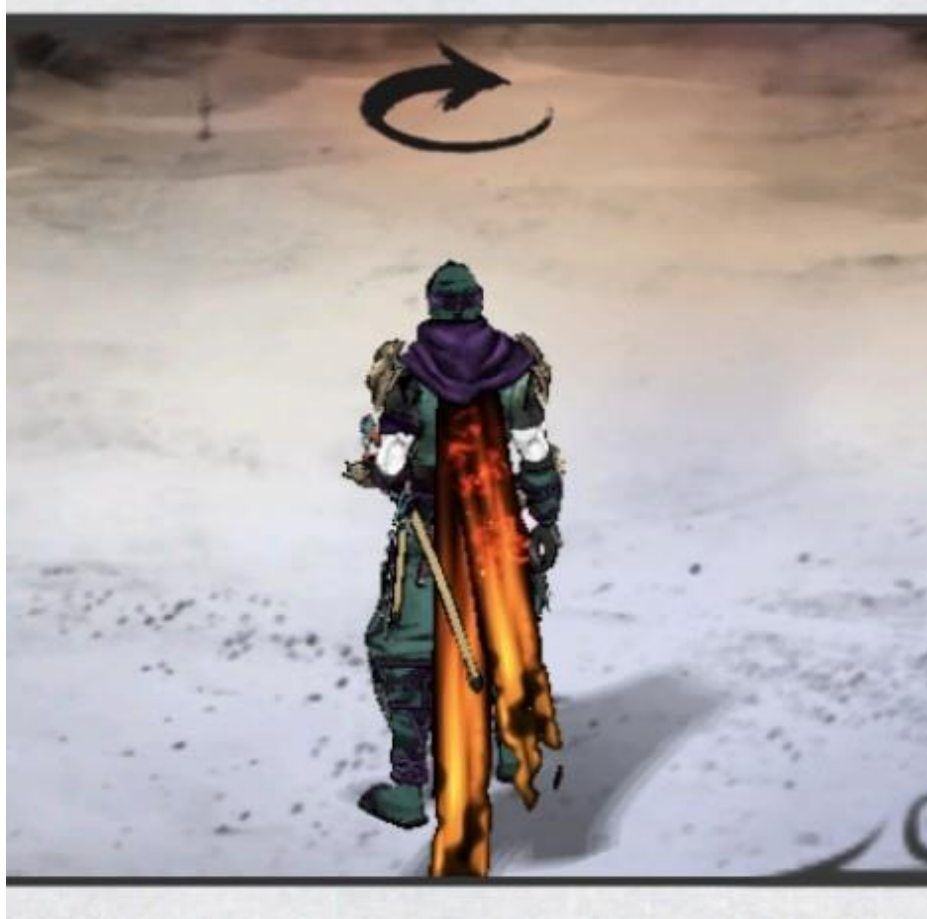
## Scarf:

Scarf will be of golden color or red

## Scarf from front:



**Scarf from back:**



## Technical Requirements

We will require 3D model, textures and rig according to the given reference images.

The character is intended to be used in android game and should be very optimized.

The required format is fbx

The character rigging structure, character physique, and scale should be similar to the model we provided in the fbx file named **Model\_Unity\_Ver1**

For optimization we recommend the following

- Base character vertices should be in between 1500 to 2000 verts.
- Each armor set should not exceed 1500 verts.
- One (1024) texture should be used for base character.
- One (1024) texture should be used for each armor set.
- Mesh should not be deformed/stretched from rigging joints when an animation is applied.