



## Character Pack: Zombie Sample v3.0

### License

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### Description

Free zombie sample made in an apocalyptic, colorful style. Contains one fully textured, rigged and animated low poly zombie character - mecanim humanoid compatible.

Includes four high quality animations. Animator controller (state machine) and a simple movement script included. Colorful, hand painted textures. Prefabs included, just drag 'n drop!

### Details

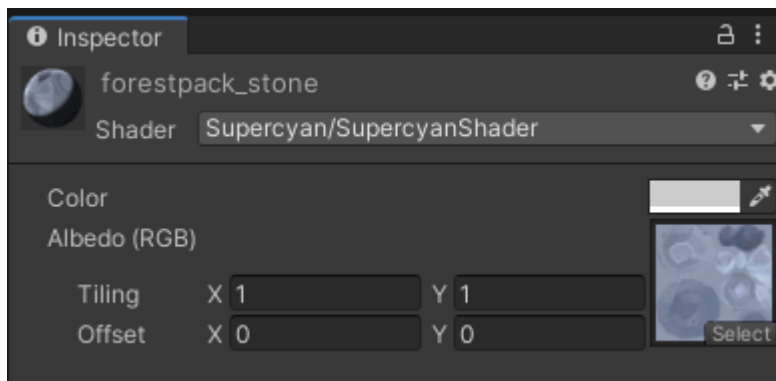
- 1 Mecanim humanoid compatible character model
  - Polygon count 2500
  - Rig contains 28 bones
  - Rig created with two bones per vertex for optimized performance
  - No transparent textures or backface-culling used
  - Low poly and mobile friendly
- 4 Mecanim humanoid animations
  - Zombie idle, Zombie walk variations, Standing zombie death & Standing zombie attack
  - All animations animated 60 frames per second
  - Simple animator controller with all the animations

*Note: Compatibility with humanoids outside Supercyan character packs not guaranteed*

- Two 1024x1024 textures for the character
  - One for body, one for head and hair
  - Photoshop (.PSD) files with UW maps included
- Multiple materials for the character
  - One for body, one for head and hair
  - High and mobile quality versions of each material
- Multiple prefabs of the character
  - Basic prefab
  - Prefab with simple movement script and animator controller
  - High and mobile quality versions of each prefab
- Test scene featuring the character and animations
- A custom made shader "SupercyanShader" can be found in the **Shaders** folder.
- Older Supercyan "CelShader" can be found in the folder **Shaders/Legacy**.



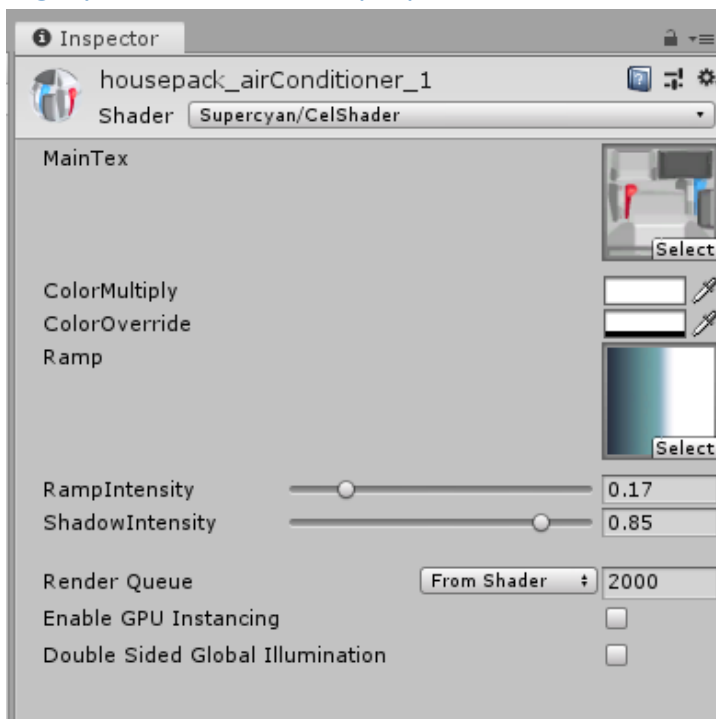
## Supercyan Shader properties



**Color** = Color the albedo texture is multiplied with (supports instancing).

**Albedo** = Albedo texture

## Legacy CelShader shader properties



**MainTex** = Main texture

**ColorMultiply** = Color that gets multiplied with the main texture

**ColorOverride** = Color that is put on top of the main texture, alpha is the intensity

**Ramp** = Color lookup table that is applied based on the shadows

**RampIntensity** = Transparency of the applied ramp

**ShadowIntensity** = Shadow transparency



## Support

For support contact us at via email: [supercyan@wearebind.com](mailto:supercyan@wearebind.com)

You can also find us at: [twitter.com/supercyanassets](https://twitter.com/supercyanassets)

Our website: [www.supercyanassets.com](http://www.supercyanassets.com)