Professional 3d Model For Animations And Games

High quality and low poly model of Hathor.Hathor is perfect for your game, cartoon or any other project. Originally modelled in Maya. This Hathor Rigged is humanoid mecanim system. This 3d model was made with care and detail in every particular, based on real-world objects

Geometry-

  The model is created in MAYA(Version 2015). All model is 100% smoothable and easily editable.The level of detail of this 3d model is implemented for the most extreme close-up renderings.

   You can applied smooth to each object (also smaller ones , bolts cables etc...) and you can have higher zoom, without losing detail.

File Format:

Model Maya (2015)
Rig Maya(2015)
Animation Maya(2015)
FBX (Model with skeleton skin,no controller)

Technical informations-

Model -

Clean topology based on quads**.**
All models is completely UVunwrapped.
All nodes are named clearly in maya scene.
Hathor - Faces: 11803,Vertices:11553

Textures -

1 Variations of Textures,
 Diffuse map ,2048x2048
Textures formats PNG

Rig -

Mecanim ready and ik system rig.All humanoid mecanim and mocap animation supported.

Animation -

26 Root Motion Animation List - Idle 01,Idle,02,Jump,Jump to Run,Walk Forward_01,Walk Forward_02,Run Forward,Run Backward,Looking Around,Falling Back Death,Standing Up ,Talking,Waving Gesture,Standing Walk Left,Standing Walk Right,Attack_01,Attack_02,Dying,Happy Walk Forward,Happy Walk Backward,Dance_01,Dance_02,Injured_Walk,Tripping,Walk Backward,Sitting_Clap.

Contact-

  Url- https://sites.google.com/arkayaventure.co.uk/creative

Mail id- animation.developer@arkayaventure.co.uk

**Animation Demo
link-https://vimeo.com/379977391
Model Demo
Link-https://sketchfab.com/3d-models/hathor-15f981909b424e1cad96f9ec32e7ca0
5**

NOTE- Artwork and video is used only for demo purpose.