Character Pack: Zombie Sample v2.1

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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
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 2.1.0 this shader replaces older "CelSahder". HDRP and URP/LWRP are not supported.
- Older Supercyan "CelShader" shader in now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
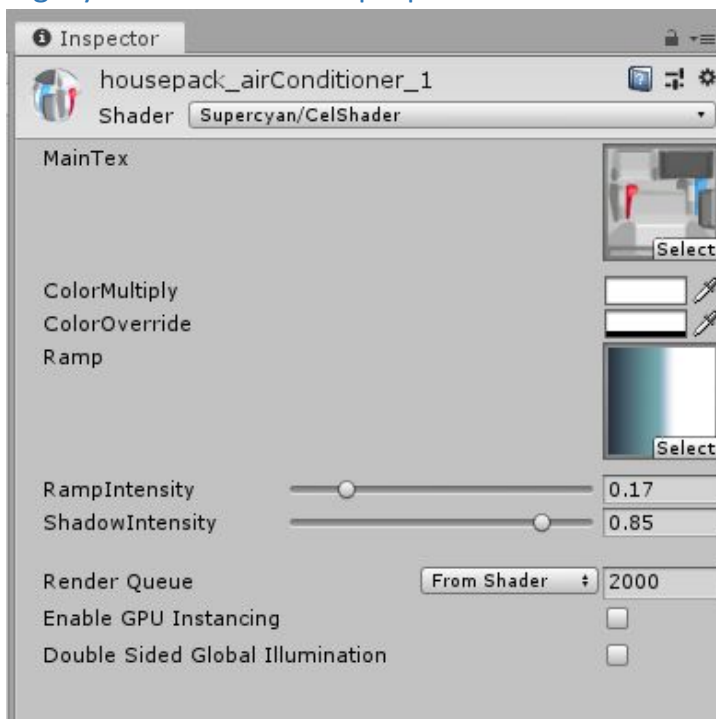
Supercyan Shader properties
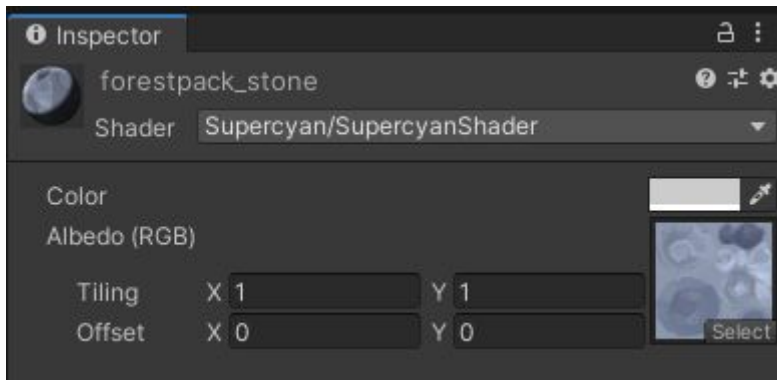
Color = Color the albedo texture is multiplied with (supports instancing).

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

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com