Character Pack: Zombie Survival v4.2.0

NOTE for Zombie Survival older version users

BEFORE UPDATING: backwards compatibility with projects using version 2.0.0 (or older) of Zombie Survival Character Pack is not guaranteed. Version 6.1.0 also introduces a new Supercyan Shader which changes all materials to work with it. Do NOT update if your project is at a critical stage.

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Description

Character pack consisting of zombie themed characters with four survivors and four zombies in an action-packed, colorful style. Contains in 8 fully textured, rigged and animated low poly character models - all mecanim humanoid compatible!

Includes over 290 high quality animations. Animator controller (state machine) and simple movement, wielding, item holding, accessory attachments (e.g. back bags) and aiming scripts included.

Details

- 8 mecanim humanoid compatible character models
  - Polycount ranges from 1800 to 3000
  - Rig contains 28 bones
  - Rigs created with two bones per vertex for optimized performance
  - No transparent textures or backface-culling used
- Over 290 mecanim humanoid animations
  - Full animation list can be found in the document on our website
    www.supercyanassets.com/animations
  - 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 each character
  - One for body, one for head and hair
  - Photoshop (.PSD) files with UW maps included
- Multiple materials for each character
  - One for body, one for head and hair
  - High and mobile quality versions of each material
- Multiple prefabs of each character
  - Basic prefab
  - Prefab with simple aiming script and animator controller
  - High and mobile quality versions of each prefab

- 8 Appearance Objects used by the Supercyan Character Maker
- A new Behavior Object that will be added to all Character Packs
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 4.1.0 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**.
- 3 bag items (Previously the bags that were modeled in the same mesh as the survivors are now separate models.)
  - Bags share same textures as the original holding character
- 1 Additional sample item (Wooden mug)
  - Basic and with item logic attached prefabs with high quality and mobile versions
  - Mobile and high quality materials
  - Texture
  - ItemObject and ItemAnimationsObject
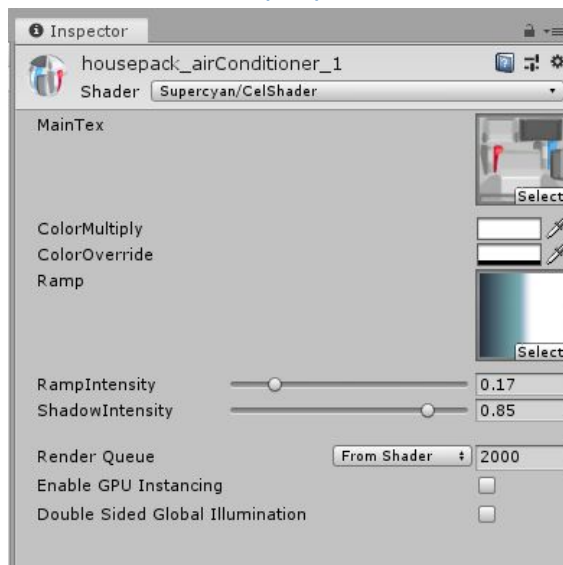
Supercyan Shader properties
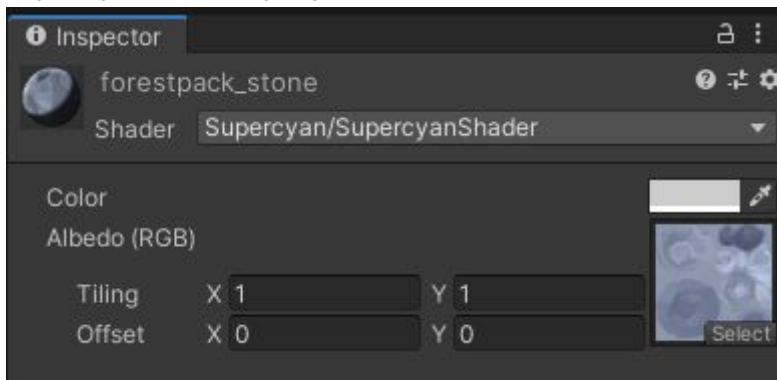
Color = Color the albedo texture is multiplied with (supports instancing).

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