**Greid Celtic Warrior**

Celtic warrior rigged,skinned and animated 3D character package for

Unity 3D game engine.

**Contents of this package**

**Base model**

Base model contains ~5200 vertices,30 bones rig and 2 sets of equipment for “non-battle” and “battle” modes.Each should be used and turned on in corresponding animations,which

will be specified later.”

These sets includes “shield\_mesh” and “sword\_mesh” for non-battle,”shield\_deployed\_mesh”,”sword\_deployed\_mesh” and “axe” for battle mode.

Also scabard and knife meshes can be switched off if you need.

**Textures and materials**

This package contains 5 texture maps of 4K size in .tga format:

**Greid\_albedo.tga**-color map

**Greid\_ao.tga**-ambient occlusion map

**Greid\_metallic\_gloss.tga**-metallness map with glossiness map in it's alpha channel.

**Greid\_normal.tga**-model's normal map.

The model uses **greid.mat** material,which uses unity standard shader.

**Important note:**

Textures and materials have been created for and tested in Unity version 5.3.2f1.

Due to changes and updates since earlier versions of Unity,materials **will look different**

in versions earlier than mentioned.

It refers mainly to metallic and albedo textures maps.The whole package will still work in earlier versions,but textures maps should be slightly tweaked in order to look properly in previous versions.

The package also contains “PS\_Layers” folder with several .png images for different color schemes of pants and shield.Also you can switch between 2 types of tattoos,or switch it off at all.Images are numbered for easier building of photoshop document.The reason I haven't included the PSD file is the size-PSD is 4 times larger than all pngs for it together.:)

**Animations**

The package contains 25 unique animations,which separated into “battle” and “non-battle” groups.

Feel free to experiment with animations in different modes,switching off and on two sets of equipment.

Contact me on: dimbravo@gmail.com