**Septimus**

Roman legionnaire rigged,skinned and animated 3D character package for

Unity 3D game engine.

**Contents of this package**

**Base model**

Base model contains ~4000 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**.**

“Scutum”(shield on Septimus' back) and “gladius”(sword in scabard) objects are used and should be turned on in “non-battle” mode.

In “battle” mode “scutum\_deployed” ,“gladius\_deployed” and “pillum” objects should be turned on.

Also,unity project includes “pillum\_only” object as a separate fbx file for more flexible manipulations with it.

Every equipment item,including helmet plumage can be switched off and on.

**Textures and materials**

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

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

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

**septimus\_emission**-self-illumination map which is used to create subsurface scattering effect on the Septimus helmet plumage.Using this map is not mandatory,but recommended for achieving appropriate visual quality of the character.

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

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

The model uses **septimus.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.

**Animations**

The package contains 29 unique animations,including battle and non-battle animations.

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

**Versions history:**

Version 2.0 changes:

New weapon-pillum(spear) with corresponding animations(9 additional animations).

Also one more pillum object is now added to the project as a separate object for more

possibilities to simulate it's behaviour(i.e.hitting enemies,being stuck in ground etc.).

New attack animation.

Many of existing animations have been improved.

-----------------------------------------------------------------------------------------------------------------

Version 1.1 changes:

The helmet plumage is now removable and can be switched on/off for more historical accuracy.

Contact me on:

dimbravo@gmail.com