

## INSTRUCTIONS

**ATTENTION! If the characters are pink, go to [Polygonmaker Shaders](#) and download the latest.**



**Thanks for purchasing a Polygonmaker Pack!**

Please leave a feedback at Unity asset store if you liked! This is important for us.

In case of any issue, question or suggestion please contact us at [polygonmaker.com](https://www.polygonmaker.com)

Follow Polygonmaker for news, deals & tutorials

[FACEBOOK](#) | [YOUTUBE](#) | [TWITTER](#)

### FANTASY HORDE SERIES:

Highly optimized for mobile use or to create massive Hordes in your games. It has an incredibly low polycount, optimized use of bones and no normal maps to work with simpler and lighter shaders.

## Folder Structure

---

### ANIMATIONS

Some animations are here. Setup to use mecanim.

There are some options without root motion.

Extra animations can be downloaded for free following the link under the PDF document

*When you purchased this pack you have been granted free access to some animations packs. This way you will always have updated animations!*

*Not all packs have an "Animator Controller" because every game has a different need. Some games use 5 animations while others have complex animators with over 100 animations.*

### CHARACTERS

The characters are here with all the material variations. All are set to mecanim.

There are eyes and jaw bones.

There are 5 meshes:

1. Child: Include mesh for boy and girl and three hair variations. All meshes here uses the "child material"
2. Feather: It uses the "hair material". It can be used to add some color to the hats!
3. Female: There is one body mesh with bodytypes controlled by blendshapes, two hair meshes and one hood with option to fold it using blendshape component. It uses the "Female materials".
4. Male: There is one body mesh with bodytypes controlled by blendshapes, a hair mesh and a beard mesh. It uses the "Male materials".
5. Monk: There is one body mesh with bodytypes controlled by blendshapes, two hair meshes and one hood with option to fold it using blendshape component. It uses the "Monk materials".

Hair:

1. The male hair and beard uses two materials. One opaque and another with opacity called "#\_alpha".
2. There are several color variations for the hair.

#### *Blendshapes*

The character contain blendshapes to change the body type.

### PROPS

If the pack include any prop, the assets will be located here.

### POLYGONMAKER SHADERS

Some shaders used on the render of Polygonmaker packs: [Polygonmaker Shaders](#)

## SCENES

Basic demo scene

## SOURCE

All the source files for the characters are located here. Some props might be under props folder

### \Mesh

In this folder you will find all the .FBX for the characters.

Drag it to the scene and keep only the meshes you need. Some meshes are skinned meshes and others are attached to some bone.

E.G. "Male" (skinned), Shield (attached to "WeaponsL bone")

### \Materials

The materials are located here. Follow the name convention to swap materials on your assets.

### \Textures

The textures are located here.

## URP and HDRP

---

It is simple to convert the pack to Unity render pipelines.

To convert our custom shader to URP or HDRP, please download [Polygonmaker Shader](#) and unpack “Shaders URP” or “Shaders HDRP”

For standard shaders conversion you can follow this video:

[How to convert materials to HDRP](#)

## Mobile Use

---

### MESHES

Our LODs are handmade, thus they can be used as main LOD without losing much of the quality. Use LOD1 or LOD2 depending of your budget, for example LOD0 for FPS games, LOD1 for third person games or LOD2 for RTS games.

### MATERIALS

Change from Standard to Mobile Diffuse or Bumped depending of your budget.

### TEXTURES

Set the Max Size according to your budget, for example 512 for third person games or 256 for RTS games.

---

Follow Polygonmaker for news, deals & tutorials

[FACEBOOK](#) | [YOUTUBE](#) | [TWITTER](#)

### [POLYGONMAKER:](#)

We have been helping developers achieve their dreams since 2011.

Our packs should works out of the box and have no glitches.

Please contact us [here](#) if you find any issue and we will solve it ASAP.

Due to the amount of packs it might take some time for some big update, but our goal is to keep all our packs to the same standards.

Feel free to contact us in case of any doubt, issues, suggestions or anything that come to your mind.