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

Please download the latest Polygonmaker Shaders here:

https://assetstore.unity.com/packages/vfx/shaders/polygonmaker-shaders-37009?aid=1011lfX9e

When you purchased this pack you have been granted free access to the package above.

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MONSTERS SERIES:

Those Monsters works great with [MEDIEVAL SERIES](#) and [SCI-FI SERIES](#)

Folder Structure

ANIMATIONS

The animations are here. Setup to use mecanim.

There are some options without root motion.

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.

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

POLYGONMAKER SHADERS
Some shaders used on the render of Polygonmaker packs.

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 your budget, for example 512 for third person games or 256 for RTS games.

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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.