



DRAGON RIDER

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1. INTRODUCTION

The “Dragon Rider” is a use-case of the Dragons Pack PBR asset. Although it may work with human models & animations that don’t come from us, our Human Base models are intended to work directly with the dragons.

The “Dragon Rider” animations & models which you’ll find in the Dragon Pack PBR package allow you to add our full human packages onto the back of the dragon. The animations included will animate both the dragon and the human, including clothing.

If you are familiar with our work already, especially the human package, then you should have no problem setting this all up.

2. QUICK SET UP

You will need to “Equip” the Dragon with the human models you wish to use. By default, the “Dragon Rider” prefabs have a Human Male & Human Female object already attached.

1. Bring the Dragon Rider prefab you wish to use into the scene.
2. Bring in all the human clothing & head options you’d like to include in your game, as a child of the Dragon Rider prefab. If you know you will not be using some wardrobe, or all the heads or what not, then you should not include them.
3. Organize the order of the objects as you’d like.
4. In the “Windows” menu, choose “Equip Dragon Rider”, while you have the “Dragon Rider” prefab selected. This will attach the bones of all the wardrobe you’ve included to the Dragon Rider rig. It will also create a prefab for you in the “Equipped Character” folder of the project.

That’s all you’ve got to do! Turn off the wardrobe/bodies you do not wish to have visible.

In game, you’ll want to keep the human model off, and switch it on when the “player character” (human with the same wardrobe and equipment) is ready to mount the dragon. The human attached to the Dragon Rider object will work with the mount & dismount animations.

3. ANIMATIONS

All of the Dragon animations are included, but with more bones & data to work with the human models. If you do not plan on using a rider, please use the normal Dragon & animations.

4. LEVEL OF DETAILS

There are multiple level of details available. The full resolution is of course the best to use in close up views. However each of the levels could be better for when the character is further away, or when they're not as visible based on your game. The default LODGroup may be a good option for many games.

However, it may be a good use of time to pick and choose which LOD to use for your close-up scene, as you may like a lower LOD for the body, but a higher LOD for the spikes.

5. CHANGE LOG

v1	Initial Version.
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