



Character Pack: Zombie Sample v1.0

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Description

Free zombie sample made in an apocalyptic, colorful style. Contains one fully textured, rigged and animated low poly zombie character - mecanim humanoid compatible.

Includes four high quality animations. Animator controller (state machine) and a simple movement script included. Colorful, hand painted textures. Prefabs included, just drag 'n drop!

Details

- 1 Mecanim humanoid compatible character model
 - Polygon count 2500
 - Rig contains 28 bones
 - Rig created with two bones per vertex for optimized performance
 - No transparent textures or backface-culling used
 - Low poly and mobile friendly
- 4 Mecanim humanoid animations
 - Zombie idle, Zombie walk variations, Standing zombie death & Standing zombie attack
 - All animations animated 60 frames per second
 - Simple animator controller with all the animations

Note: Compatibility with humanoids outside Supercyan character packs not guaranteed
- Two 1024x1024 textures for the character
 - One for body, one for head and hair
 - Photoshop (.PSD) files with UW maps included
- Multiple materials for the character
 - One for body, one for head and hair
 - High and mobile quality versions of each material
- Multiple prefabs of the character
 - Basic prefab
 - Prefab with simple movement script and animator controller
 - High and mobile quality versions of each prefab
- Test scene featuring the character and animations

Mobile friendly

Tested with HUAWEI P8 Lite (2015) achieving 40 fps, Samsung Galaxy Note 1 (2011) 30 fps. Test build contained an empty scene with mobile friendly Unity configurations with 24 animated characters.

README

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For support contact us at: supercyan@wearebind.com