

# Assault Engineer

## Documentation & API Reference for Unity3D

Thanks for using AE. This toolkit is a collection of an AAA standard Character Model which is Rigged and animated with 61 frequently used animations for Unity3D.

---

# How To Use it

1. Import the package
2. Drag the “Solider” prefab to your project
3. Remove the “Animation View” script from the prefab, because it’s used to view the animations only.
3. There’re 61 animations included, but can be viewed only.

Animations Include:

In the “Aim” file, there’re 9 animations including:

Aiming to the left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

In the “AimShoot” file, there’re 9 animations including:

Shooting to the left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

In the “Crouch” file, there’re 12 animations including:

Crouching and turning to left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

Crouching and moving forward, backward;

Crouching and aiming, shooting;

In the “Lying” file, there’re 10 animations including:

Lying and turning to left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

In the “Landmine” file, there’re 6 animations including:

Laying and throwing landmine or TNT bombs;

Idle while holding landmine or TNT bombs

In the “New” file, there’re 8 animations including:

Idle while standing;

Aiming while standing;

Walking forward, backward, left and right;

Two kinds of running forward;

In the “Action” file, there’re 7 animations including:

Being hit and hurt on the left and right directions;

Jumping

Melee attacking

Two kind of Running