Fantasy Horde - Orc

www.polygonmaker.com

How to Use

Just drag some prefab from the "Samples" folder to your scene or drag the main .fbx and leave only the assets you need,
There are 4 samples and one arrow on the "Samples" folder ready to use

Please leave a feedback at Unity asset store if you liked! This is important for us.
In case of any problem or suggestion send a e-mail to polygonmaker@gmail.com

Mesh

The total polycount (tris) per model goes from 1638 to 2500 (no gear to full gear)
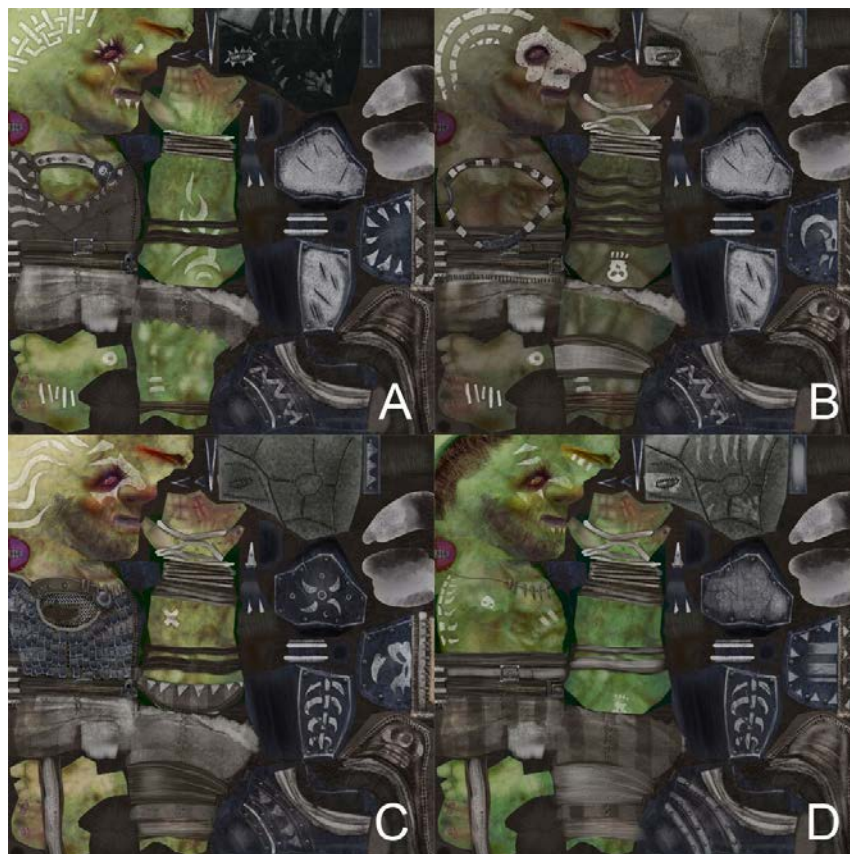There are 3 main models: Fat (fat), Average (avg), Athletic (atl)

Others acessories not shown here has less than 100 tris each.

Texture

There are 2 types:

- **Diffuse with Transparency**
- **Specular with Glossiness**

Acessories and body share the same texture:
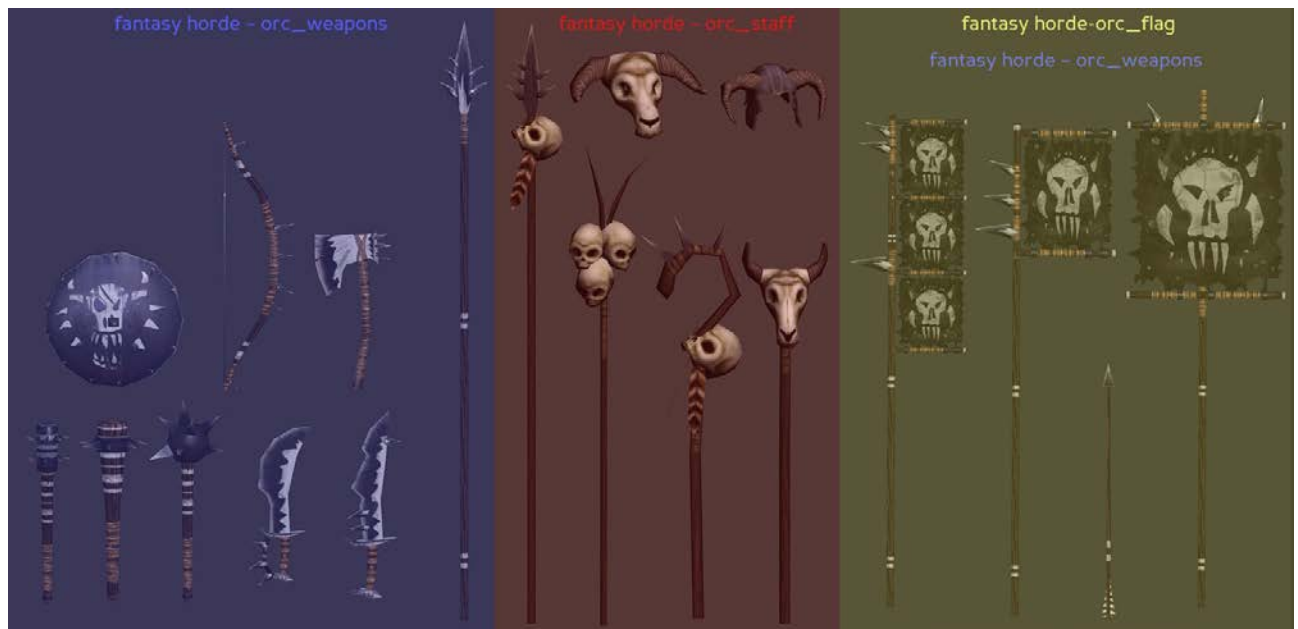

- **Orc_Flag**(512x512):

- **Orc_Weapons** (1024x1024):

- **Orc-Staff**(1024x1024):

There is a .psd file (fantasy horde - orc_texture_mixer.psd) that include all textures not compressed with a layer on top that can be used to change the texture color and bake a colored version.

TIP: Most assets can use "Fantasy Horde – Goblins" textures.

Exceptions:
- fantasy horde-orc_avg_boot
- fantasy horde-orc_avg_helmet closed

Animation

This is the animation list:

Clips	Start	End
idle	5.0	120.0
idle break 1	120.0	190.0
idle break 2	190.0	290.0
salute	290.0	340.0
walk	385.0	415.0
run	420.0	445.0
run fast	455.0	478.0
crouch	485.0	499.0
crouch walk	500.0	550.0
hit	554.0	575.0
jump	580.0	623.0
falling	625.0	665.0
die soft	668.0	740.0
die hard	745.0	770.0
idle fight	775.0	820.0
idle break fight	820.0	870.0
blocking	870.0	890.0
axe attack	890.0	910.0
sword attack	910.0	930.0
sword double attack	930.0	960.0
arch attack	960.0	1015.0
prepare spear	1015.0	1025.0
spear attack	1025.0	1045.0
casting A	1060.0	1090.0
casting B	1090.0	1115.0

Creating new animations:

There is a 3dsmax files at "Extra content" folder that can be used to create new animations. The bones are made using CAT system from 3dsmax. There are three folders in this file:

-bones: include all bones and must be exported

-helpers: helpers that don´t need to be exported

-mesh: mesh to better check the animation.

The file is in idle pose to help your animation and don´t include any animation.

JUMP ANIMATION:

There are two types of jump:

-Simple Jump: The character just push his legs, direct use. Mesh doesn´t move up (easy to control colision)

-Complete Jump: The character do all jump animation. (Atecipation: 580-593, Up: 593-601, Down: 602-623.

Legacy Animations

Just change the Rig from the main fbx ("barbarians.fbx") to Legacy instead Humanoid. Everything should works just fine.