



Character Pack: Zombie Survival v4.3.0

NOTE for previous Zombie Survival pack older version users

BEFORE UPDATING: backwards compatibility with Unity projects using version 4.2.0 is not guaranteed, see current changelog v.4.3.0 for further details. Do NOT update if your project is at a critical stage. (See full list of all changes in the “Releases” tab in the store page.)

In current version v4.3.0 all characters and item FBX now have Y axis facing upwards and all FBX objects are scaled to X:1, Y:1, Z:1 and located, rotated to X:0, Y:0, Z:0 by default. Most of the objects are now renamed to match with other Supercyan packs. All characters have minor skinning fixes especially on hands.

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Description

Character pack consisting of zombie themed characters with four survivors and four zombies in an action-packed, colorful style. Contains in 8 fully textured, rigged and animated low poly character models - all mecanim humanoid compatible!

Includes over 290 high quality animations. Animator controller (state machine) and simple movement, wielding, item holding, accessory attachments (e.g. back bags) and aiming scripts included.

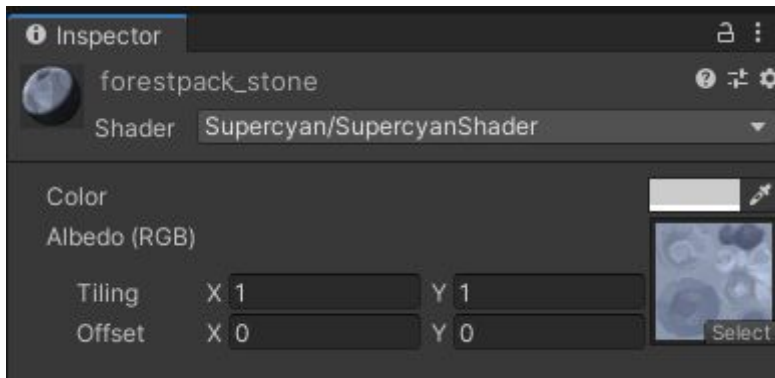
Details

- 8 mecanim humanoid compatible character models
 - Polycount ranges from 1800 to 3000
 - Rig contains 28 bones
 - Rigs created with four bones per vertex for optimized performance
 - No transparent textures or backface-culling used
 - FBX version is 2011
- Over 290 mecanim humanoid animations
 - Full animation list can be found in the document on our website www.supercyanassets.com/animations
 - 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 each character
 - One for body, one for head and hair
 - Photoshop (.PSD) files with UW maps included
- Multiple materials for each character



- One for body, one for head and hair
 - High and mobile quality versions of each material
- Multiple prefabs of each character
 - Basic prefab
 - Prefab with simple aiming script and animator controller
 - High and mobile quality versions of each prefab
- 8 Appearance Objects used by the Supercyan Character Maker
- A new Behavior Object that will be added to all Character Packs
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 4.1.0 this shader replaces older "CelShader". HDRP and URP/LWRP are not supported.
- Older Supercyan "CelShader" shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- 3 bag items (Previously the bags that were modeled in the same mesh as the survivors are now separate models.)
 - Bags share same textures as the original holding character
- 1 Additional sample item (Wooden mug)
 - Basic and with item logic attached prefabs with high quality and mobile versions
 - Mobile and high quality materials
 - Texture
 - ItemObject and ItemAnimationsObject

Supercyan Shader properties

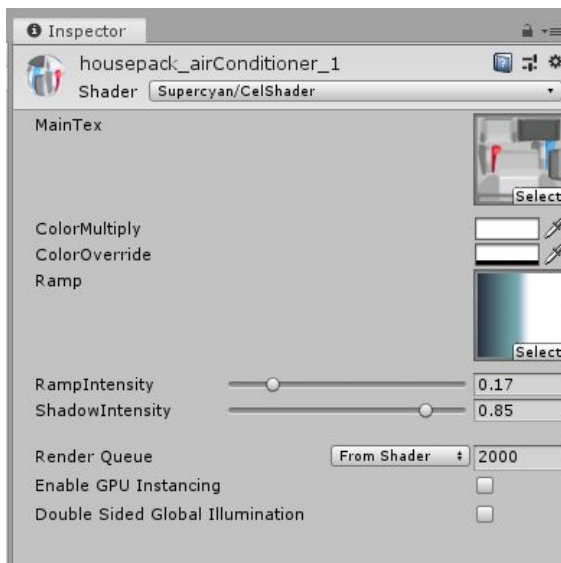


Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture



Legacy CelShader shader properties



MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency

Support

For support contact us at via email: supercyan@wearebind.com

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com