UNITY ASSET BY HIPERNT

UNITY BUILT PIPELINE

MODULER PEOPLE

UNITY 2021 LTS EDITION

Contents

Getting Started:

In order to get the best visual results please make sure that your project is set to use the linear color space in: Edit → Project Settings → Player

2021.2.8f1 or above

Unity 2018.2 changed the way crossfading is handled by shaders. As the package has been submitted using Unity 2021.2.8f1 you have to import it in the latest version first.Want to insert a picture from your files or add a shape, text box, or table? You got it! On the Insert tab of the ribbon, just tap the option you need.

Demo:

The included demo lets you explore the prefabs

Models:

There is total 24 different Human Models. 8 Different Hair Model and a Face Shape. Total of 33 Models. Here is the Poly-count of every single model:

MODELS	TRIANGLES	VERTEX
Bro	326	325
Bro.001	326	325
Bro.002	326	325
Bro.003	326	325
Bro.004	326	325
Bro.005	336	335
Bro.006	348	347
Bro.007	348	347
Bro.008	326	325
Bro.009	336	335
Bro.010	326	325
Bro.011	326	325
Bro.012	326	325
Bro.013	339	335
Bro.014	326	325
Bro.015	326	325
Bro.016	326	325
Bro.017	326	325
Bro.018	326	325
Bro.019	326	325
Bro.020	326	325
Bro.021	326	325
Bro.022	326	325
Bro.023	326	325
Bro.Face	9	4

Hair	73	72
Hair_01	67	66
Hair_02	153	203
Hair_03	154	200
Hair_04	171	237
Hair_05	297	427
Hair_06	302	411
Hair_07	296	413

Textures:

There are 18 Face Texture and a Color Palette. All the Diffuse and Normal Maps are in PNG format Here is the list of textures and heir details:

TEXTURE	DIMENSION
ColorPalet	1024x1024
Face_01	984x1080
Face_02	984x1080
Face_03	984x1080
Face_04	984x1080
Face_05	984x1080
Face_06	984x1080
Face_07	984x1080
Face_08	984x1080
Face_09	984x1080
Face_10	984x1080
Face_11	984x1080
Face_12	984x1080
Face_13	984x1080
Face_14	984x1080
Face_15	984x1080
Face_16	984x1080

Face_17	984x1080
Face_18	984x1080

Rendering:

For better rendering add a Global Volume and use the "Sample Scene Profile" provided in the scenes folder. Be sure to enable Post Processing in the Camera setting.

Optimization:

Trees are expensive to render as leaves usually produce a lot of overdraw putting a lot of pressure on the raster units of the GPU (fill rate) and the memory bandwidth. At least latter can easily be addressed.

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