

# Fantasy Horde - Goblin

[www.polygonmaker.com](http://www.polygonmaker.com)

## How to Use

There are some animated characters with a several weapons and accessories attached. Ready for use. Add the asset in your scene and delete those weapons and accessories you don't want. Then just chose one material that fits with your project. All animations are already set.

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](mailto:polygonmaker@gmail.com)

## Mesh

The total polycount (tris) per model goes from 1500 to 2500 (no gear to full gear)

There are 3 main models:

Warrior  
1604 tris



Ranger  
1604 tris



Mage  
1618 tris



All three have their own accessories set (hair, boot, hat, mask, armor) and weapons set. Plus an arrow.

Mage Staff

Warrior Weapons

Ranger Weapons



Weapons polycount (tris)

104

14

48

77

92

51

41

104

218

267

414

Accessories polycount: 24 to 200 per object

## ***Texture***

Some assets share the same texture.

There are 4 types:

- **Diffuse**
- **Specular**
- **Color mask**
- **Transparency**

Accessories and body share the same texture:

- **goblin warrior** (512x512): Warrior and Ranger (accessories and body)



- **goblin mage** (512x512): Mage (accessories and body)



Warrior and Ranger Weapons share the same texture:

- **goblin weapons** (512x512): Warrior and Ranger weapons



Mage staff uses a unique texture

- **goblin mage staff (256x256):** Mage Staff



There is a .psd file (fantasy horde - goblins\_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. Just in case someone needs to use another shader without the color mask option.

\*All maps are supplied also in .png format.

## Shader

This is a customized shader that use two maps:

- **Base (RGB)**
  - RGB: Diffuse map
- **Effect Texture (RGB):**
  - Red channel: Specular map
  - Green channel: Color mask
  - Blue channel: Transparency map

Shader Controls:

- **Main Color:** This change the overall color masked by "Color mask" (Green channel of Effect Texture)
- **Specular controls:**
  - Shininess
  - SpecPower
  - Specular Color

This is a 2 sided shader.

## ***Animation***

This is the list of animation:

Warrior/ Ranger:

Name	Star	End
idle	0	120
idle break 1	120	190
idle break 2	190	290
salute	290	369
jump simple	370	380
walk	385	415
run	420	450
run fast	455	480
crouch	485	499
crouch walk	500	550
hit front	554	564
hit back	565	575
jump complete	580	623
falling	625	665
die soft	668	740
die hard	745	770
idle fight	775	820
idle break fight	820	870
blocking	870	890
axe attack	890	910
sword attack	910	930
sword double attack	930	960
arch attack	960	1015
spear prepare	1015	1025
spear attack	1025	1045

Mage:

Name	Star	End
idle	0	120
idle break 1	120	190
idle break 2	190	290
salute	290	369
jump simple	370	380
walk	385	415
run	420	450
run fast	455	480
crouch	485	499
crouch walk	500	550
hit front	554	564
hit back	565	575
jump complete	580	623
falling	625	665
die	668	740
idle fight	775	820
idle break fight	820	870
axe attack	890	910
casting A	910	940
casting B	940	965

**JUMP ANIMATION:** There are two types of jump:

-Jump Simple: The character just push his legs, direct use. Mesh doesn't move up (easy to control colision mesh)

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

## ***Credits***

Artist: Fabio Brasiliense ([www.fabiobrasiliense.com](http://www.fabiobrasiliense.com))

Shader: Luiz Carlos da Rocha Junior