



## Item Pack: Survival v4.0.0

### License

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### Description

Item pack consisting of various camping utilities, props and tools created in a colorful style. Contains 29 fully textured low poly props that will have any characters camping, cooking, navigating and surviving in the wilderness in no time. Combine these with our Character Packs for that perfect asset synergy!

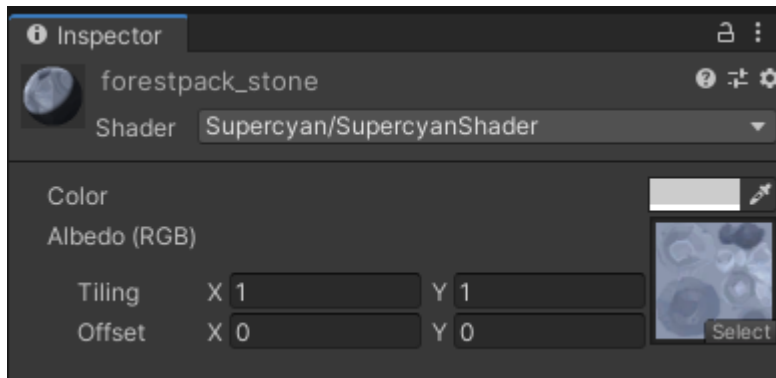
### Details

- Pack contains 29 items around five themes
  - *Camping*: axe, campfire, knife, log, sleeping bag
  - *Cooking*: kettle, kettle pan, pan, spatula, thermos, thermos and mug, mug, wooden mug
  - *Food*: closed and opened can, closed and opened sardine can, water bottle
  - *Navigation*: binoculars, compass, map, radio, handheld GPS device
  - *Tools*: bugspray, flashlight, big flashlight, lamp, shovel, swatter
  - Items polycount ranges from 40 – 660 which makes them very mobile friendly
  - Some of the items contain an invisible “dummy” or “locator” object that can be used to snap the item in different ways to the character hands grab points
- Contains 19 humanoid interaction animations and 10 holding poses that are compatible with Supercyan Character Packs
  - Item use animations
    - Adjusting a radio or GPS, attack slash, attack whip, checking a compass, checking a map, cooking with a pan or fireplace, drinking from a bottle, drinking from a bottle quickly, eating from a can, eating from a sardinecan, logging with an axe, looking around with binoculars, looking around with a flashlight, looking around with a lamp, spraying and drinking from a cup
  - Item hold pose animations
    - Holding front sideways, holding front up, holding front up relaxed, holding front upwards, holding side sideways, holding side sideways relaxed, holding side sideways wide, holding downwards, holding with both hands, holding stable upwards
  - Other animations
    - Taking item from a pocket, putting item down, putting item back to pocket
- Texture size is 512 x 512



- o Source 512 x 512 - 1024 x 1024 Photoshop (.PSD) files with UW maps included
- o No transparent textures or backface-culling used in the models
- Multiple prefabs of each item
  - o Basic prefabs with high quality and mobile version
  - o High quality and mobile versions with item logic scripts attached
- 26 item objects for both high and mobile quality that are used by the Supercyan Character Maker
- 21 Item Animations Objects that are used by the items
- A custom made shader “SupercyanShader” can be found in the folder **Shaders/SharedShaders**.
- Older Supercyan “CelShader” can be found in the folder **Shaders/SharedShaders/Legacy**.

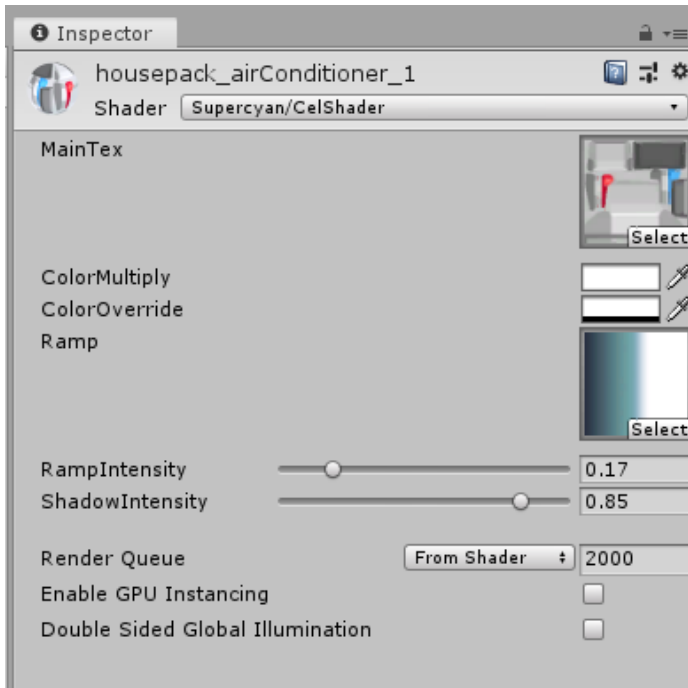
### Supercyan Shader properties



**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](mailto:supercyan@wearebind.com)

You can also find us at: [twitter.com/supercyanassets](https://twitter.com/supercyanassets)

Our website: [www.supercyanassets.com](http://www.supercyanassets.com)