

INFINITE DESIGN

Robot_One



Thanks for supporting me and furthering development

karma +2

1) This entire project was created in unity version 2020.3.37f1

Sprites-default

Robot_One was rendered with a 64x64 camera coming out of AnyPortrait. A few anims like jump had the character leaving this area a few frames. Thinking i was also gonna create and bake vfx i expanded to 128x128. This created a lot of dead space. Pivot accordingly.

If your a mad lad you could batch scale the unbaked 128x128s down to 64x64. (you'd loose a few frames. check your output) You would only do this optimization if you plan to use the no vfx variant or you want to call the vfx only variant along with it via code

3 character variants

(M)ain

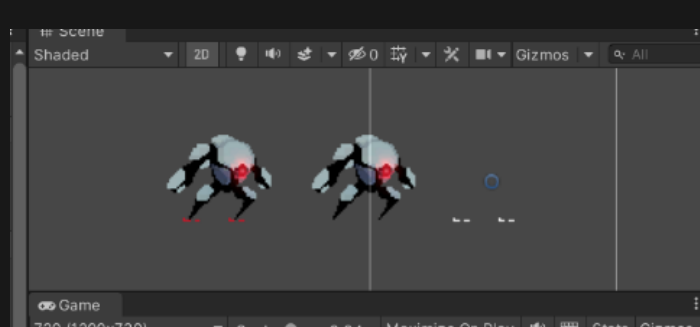
The Robot baked with Red Vfx

(N)oVfx

The Robot with NO red vfx.

(V)fx

Every Vfx layer exported as white so you can colo(u)r in unity



AnyPortrait

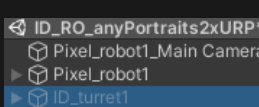
attention

This section deleted. These rigs removed due to a bug in my design. may return-needs time, ignore this section

do you want to edit the rig and create more poses?

<https://assetstore.unity.com/packages/tools/animation/anyportrait-111584>

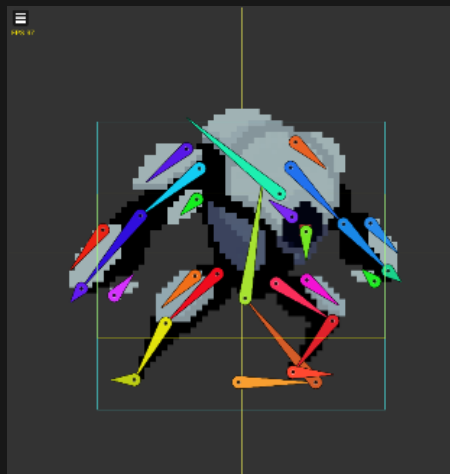
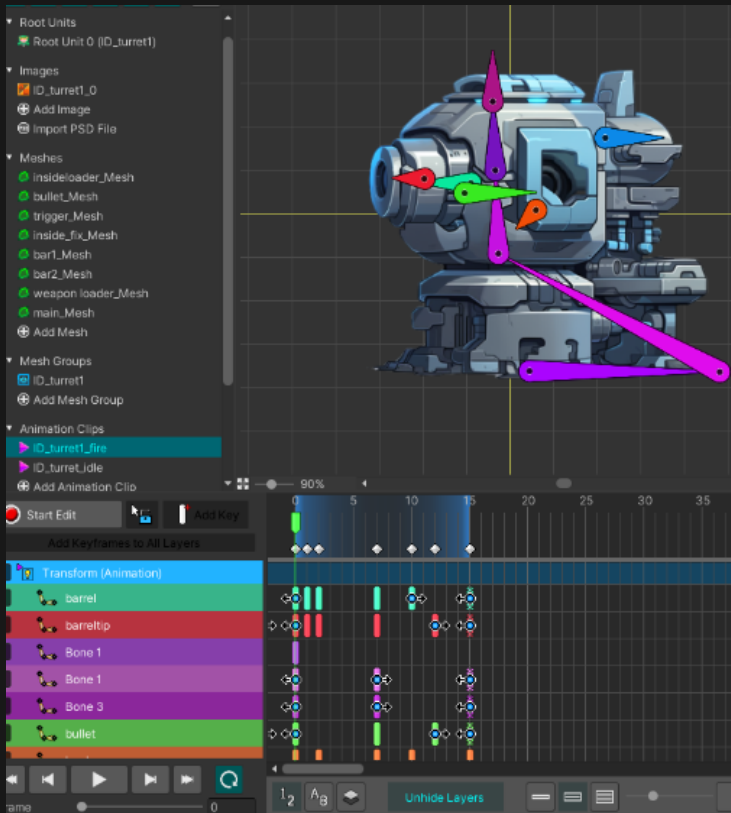
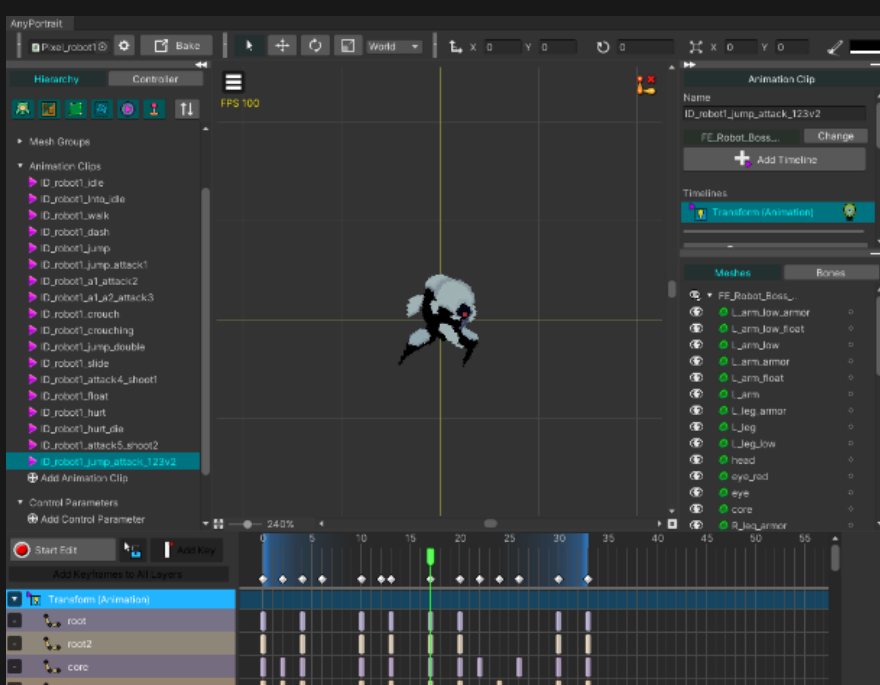
My asset does come with 2 rigged assets, robot_one and the turret. If you have anyportrait and wish to create more anims



Anyportrait has a powerful material library you will need to from URP materials or default sprites as needed

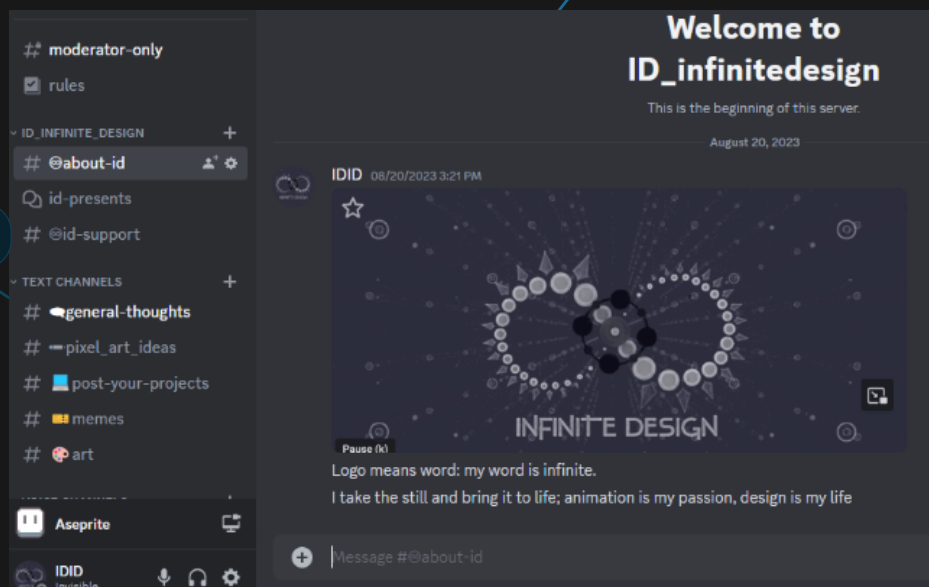
its easy

https://rainy123le.github.io/en/AdvancedManual/AD_URP.html



DISCORD

do show your creations in my discord!



help me obi wan your my only hope

invite link

<https://discord.gg/gkyGQOZNM>

If you need any help post here at id-support ill be glad to help

If you want a pixel artist friend post other text channels

FLARE ENGINE

I do Game dev utilizing the Flare Engine. While not needed for robot_one it is needed because it may complete you.

tidbits is awesome

<https://assetstore.unity.com/packages/templates/systems/flare-engine-2d-tools-228488>

UI



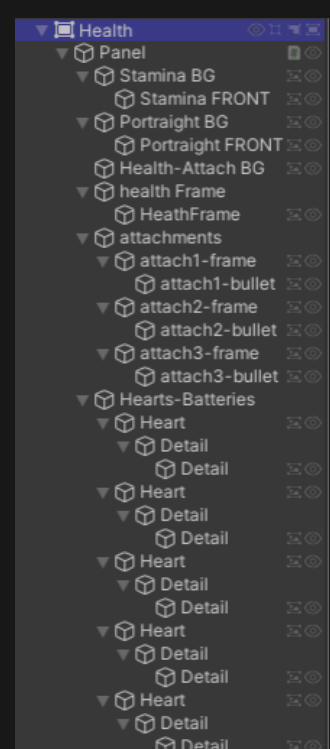
All assets are WHITE SPRITES! Get your colo(u)r on.

how do you spell it?

optional

In flare engine the health was hearts that i just dropped on battery cell artwork. Don't let the name confuse you

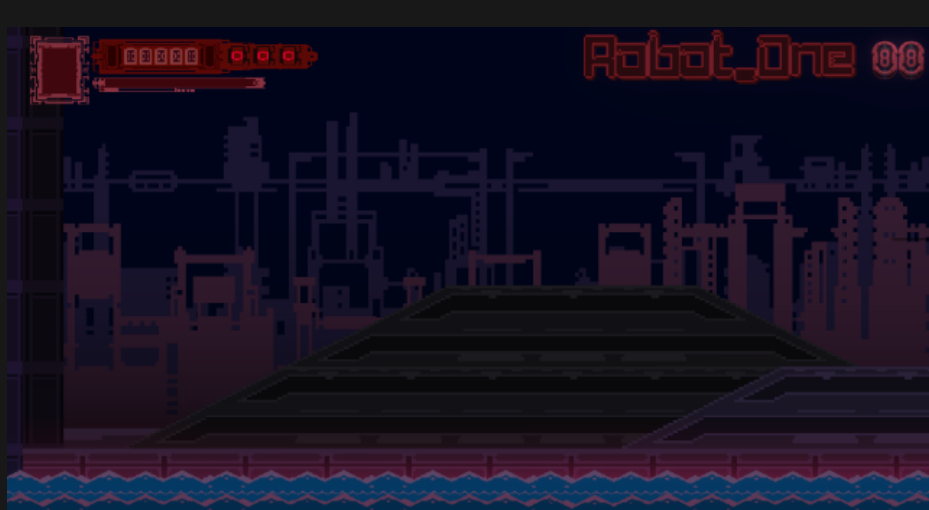
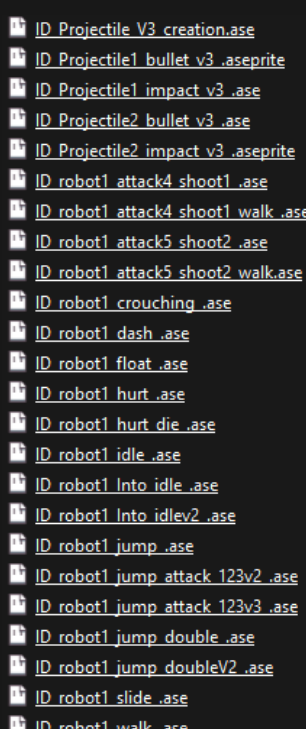
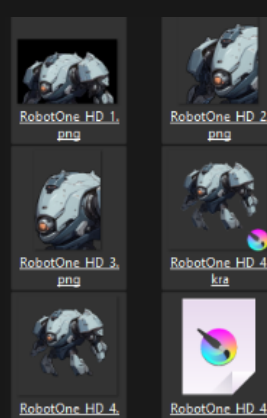
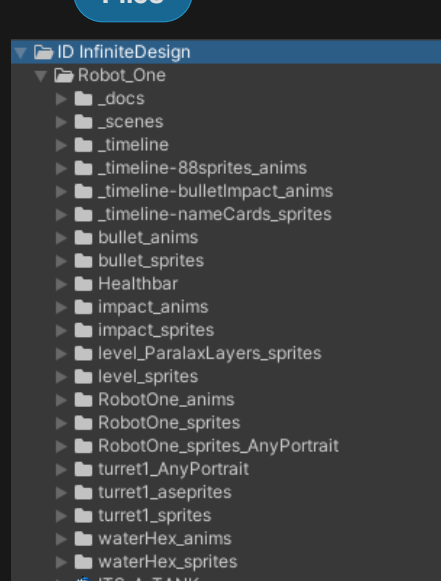
if you have flare this is the setup.. see included scene



THANK YOU FOR SUPPRTING ME(8) AND MY DAUGHTER(8)



Files



~ PNG File



STRETCH GOALS

ANIMS

ground slam

wall grab

overcharge canon

respawn

what else should i add?