Low Poly Survival Character Documentation

Welcome to the Low Poly Survival Character package

And thank you for purchasing the Low Poly Survival Characters Package.

I really appreciate the support.

In this documentation is the instructions on how to effectively use this characters package in your project, these characters are meant to be used in a Low Poly style game project, and it contains animations, from the Walk and Running cycle to all the weapons animations, these animations can be found inside the Animations folder, and it is compatible with all of the character models inside of this package.

This asset package consists of 5 character models, 20 weapons all saved inside the "Meshes" folder, the characters are stored inside the Character Models' folder, and weapons inside the Weapons folder.

I've also added the prefabs inside the Prefabs folder where you can simply drag and drop the objects into your Unity project scene ready to be used.

I've also created an animator controller for you to test out the Animations with the character models named as PlayerController inside of the “Animator Controller and Masks” folder

The materials of this model can be found inside the Materials folder, where you can simply drag and drop them on to the Character Models.

This is still a working progress, I will update this package frequently to fix any errors and to make improvements where necessary.

***PLEASE NOTE: All of the scripts and animator controllers that I've added are all for testing purposes, to test the models and the animations.**

Folders

As mentioned before this package consists of 5 Character Models, Jade, James, Maxwell, Anthony and Alex, and each of them has their own weapons, along with holsters and other accessories to give them a unique look and personality.

Below is a list of the folder that you can found inside of this package.

Animations:
This folder contains all of the animations of this package, more than a 100 animations to choose from, 8 – direction walk cycle, 8 – direction run cycle, 8 – direction crouch walk cycle and many more animations.

Animator Controller:
This folder contains the Animator Controller used to control the character's animations.

Documentation:
The Documentation folder contains the documentation document for this package.

Materials:
This folder contains all of the Materials that you can use inside of this package, you can drag and drop them onto any model.

Meshes:
The Meshes folder contains all the mesh models of this package, from the character models, to the weapons and bullets, and colliders as well

Prefabs:
The Prefabs folder contains all the models that are ready to be used, with scripts and colliders added to them, to use a prefab model just simply drag and drop it onto your work space of you scene, and hit the Play button.

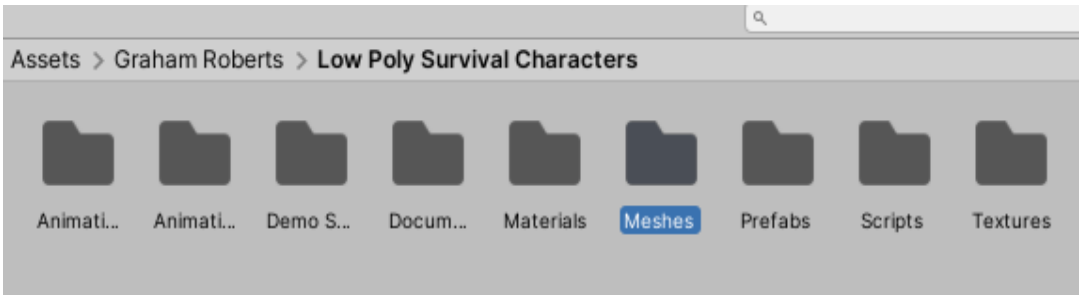
Scripts:
The Scripts folder contains all of the C# Scripts for this package, these scripts are created for testing purposes only for you to test out the Character models, animations and weapons.

Textures:
All of the textures can be found inside of this folder, the textures are simple colour palettes, and you can use them to create other materials inside your project as well

TO GET STARTED.

Adding a character model to the scene:

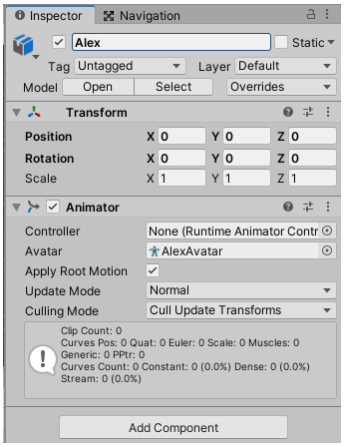
First locate the Meshes folder inside the Low Poly Survival Characters folder:



Inside the Meshes folder you will find 3 folders, Character Model, Containing the Character Models, a Colliders folder, containing all of the Weapons Colliders, and a Weapons folder, containing all of the weapons of this package.

Open the Character Model folder, you will find all of the characters inside this folder ready to be dragged on to your projects scene.

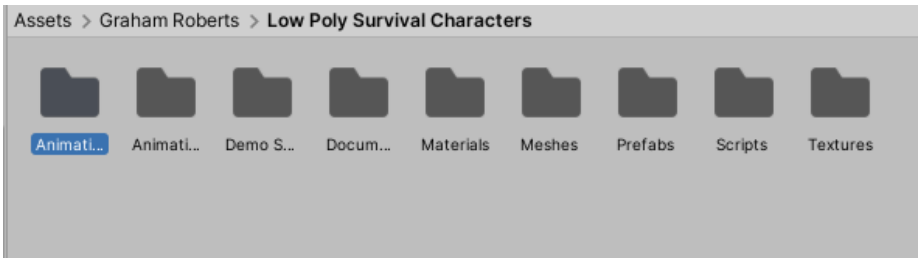
After dragging the character model onto your scene you will get the following in the Inspector:



The character model with an Animator Component with no Animator Controller.

Adding an Animator Controller

To add an Animator Controller, you can find all of the controllers inside of the Animation Controllers folder.



Inside the Animation Controllers folder, you will see that there is an Animator Controllers named “PlayerController”.

Click and drag the Animator Controller to the Animator Component, and now the character is ready to be animated with scripts.

Adding the Scripts

I've created a few scripts for this package, for character movement and for the camera control, as well as picking up weapons and switching weapons.

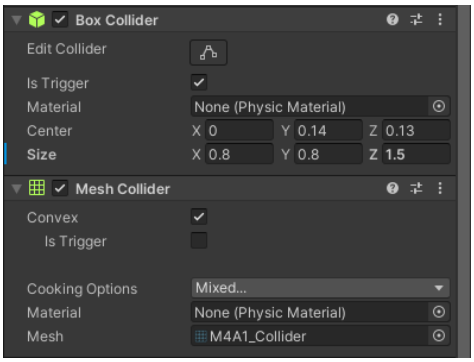
Please Note: The “PlayerController” script, “Weapon Manager” script and “PickUp” script goes onto the Character Model.
“CamControl” script goes onto the Camera
“WeaponShooter” goes onto any weapon, and can be added to what suits best.

Setting up your weapons:

Inside of the Meshes folder, locate the Weapons folder, open it and select any weapon of your choice, drag it onto your scene area, and in the Hierarchy, left click on the weapon and in the inspector, add the following components onto your weapon game object; Rigidbody, Mesh Collider, Box Collider and WeaponShooter.cs Script.

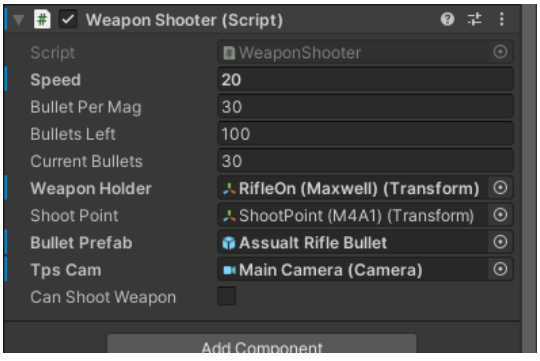
RidigBody: The RidigBody will be used to allow the weapon to fall to the ground when you drop the weapon, so that it doesn't float around in the air.

Mesh Collider: The Mesh Collider will only be used for the weapons physics, so that when it falls on the ground, it doesn't go through the ground and also giving it a realistic effect.



Box Collider: The Box Collider will be used as a trigger, to enable the OnTriggerEvent() method, which will allow you to pick up the weapon, also, make sure that you have ticked the "Is trigger" box inside the Inspector.

WeaponShooter.cs Script: Now this is the most important component, though it is only for testing, so you can set it up however you want, but everything can be done in the inspector. The variables speed, bullets per mag, bullets left and current bullets can be random numbers, it won't really affect anything. For the WeaponHolder variable, create 2 empty GameObjects, one for the pistol type weapon, and one for the rifle type weapon, and make them child objects of the Character Model's right hand, and then drag it onto the script in the Inspector, for the pistol type weapon, pistol parent, and for the rifle, rifle parent.
For the Shootpoint variable, create another empty GameObject, this time onto the gun or weapon, and place it at the tip of the weapon, where the bullet will come out, and drag the empty GameObject to the ShootPoint variable. Add the bullet GameObject to the bullet variable and the weapon is now ready to use.



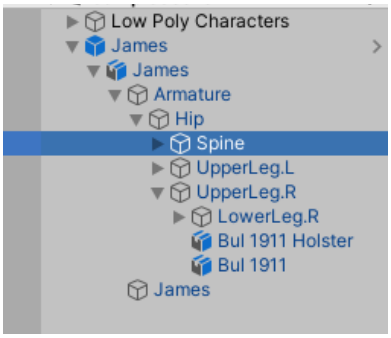
Adding weapons to the scene:

Inside of the Meshes folder, you will find the Weapons folder that contains all of the weapons of this package.

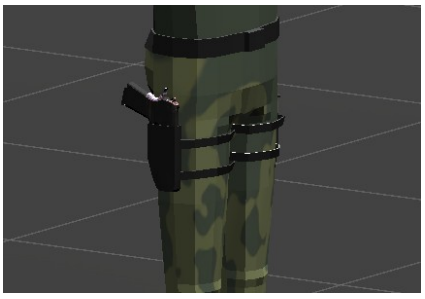
And next to the Weapons folder you will find the Colliders folder, containing all of the Weapons Colliders of the package.

Like the character models they are ready to be dragged and dropped to the project scene or you can parent them to the character model and fit them accordingly.

To effectively add the weapons to the character, it's best to put them inside of the characters hierarchy, like this:



In this hierarchy you can find the Bul 1911 pistol and holster inside of the UpperLeg.R folder, and then you can move and rotate the weapon and holster to fit the character model like I've shown below.



For the complete character models you can find the prefab models inside the Prefab folder.
Inside the Prefab's folder you can select and drag the model on to the project scene.

CONTACT & SUPPORT

Email : grahamroberts187@gmail.com

For any questions, information or requests, please send me a message to my email address and I will get to you as quickly as possible.

ArtStation: grahamroberts.artstation.com/

You can also follow my work on ArtStation, I will frequently update my portfolio to show what I am currently working on, as mentioned before, this is a working progress so please to visit my ArtStation portfolio to stay updated

Youtube:

Please do subscribe to my Youtube channel. For more news and updates about my Low Poly projects.

Once again thanks for all the support and I hope that this package is very helpful.