

Fantasy Horde - Enemies

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How to Use

Just drag the prefab to your scene from the "Samples" folder and delete the accessories you do not want

There are 10 samples on the "Samples" folder ready to use.

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



Samples

Mesh

The total polycount (tris) per model:

- Goblin: 956-1239
- Orc: 1224-1649
- Skeleton: 1500-2001
- Zombie: 930
- Dark Elf: 1832-2267

Each enemy has one .fbx file with accessories and animations.

Texture

There are 2 different textures per enemy. It includes the accessories and weapons.

Those textures are divided in color and specular map.

Texture format: .TGA with the specular map on the alpha channel



Color map



Specular map

Some characters have also a Glow map in a .tga format. (Color on the RGB and intensity on the Alpha)

Animation

Goblin

Clips	Start	End
idle	0.0	50.0
idle_break	50.0	100.0
block	100.0	120.0
attack1	120.0	145.0
sttack2	145.0	175.0
hit	180.0	200.0
jump	250.0	293.0
death	210.0	235.0
walk	300.0	330.0
run	350.0	375.0

Orc

Clips	Start	End
idle	0.0	80.0
idle_break	80.0	150.0
hit	150.0	170.0
attack1	170.0	200.0
attack2	200.0	235.0
block	235.0	255.0
jump	400.0	445.0
death	290.0	350.0
walk	460.0	495.0
run	500.0	530.0

Skeleton

Clips	Start	End
idle	0.0	90.0
idle_break	100.0	170.0
hit	180.0	200.0
jump	200.0	245.0
death	245.0	270.0
block	280.0	300.0
attack	300.0	325.0
attack bow	340.0	395.0
walk	450.0	485.0
run	400.0	425.0

Zombie

Clips	Start	End
idle	0.0	100.0
attack1	100.0	140.0
attack2	140.0	190.0
hit	190.0	210.0
idle_break	220.0	320.0
death	350.0	390.0
walk1	400.0	430.0
walk2	450.0	490.0

Dark Elf

Clips	Start	End
idle	0.0	50.0
idle_break	50.0	110.0
hit	110.0	130.0
death	130.0	160.0
attack	170.0	195.0
special	200.0	235.0
jump	245.0	290.0
bow	300.0	355.0
walk	400.0	435.0
run	450.0	473.0

Creating new animations:

There is a .zip files at "Extra content" folder that can be used to create new animations. The characters are made using 3dsmax 2011 and the bones are made using CAT system. There are three folders in this file:

- bones: include all bones and must be exported
- helpers: helpers that don't need to be exported
- mesh: mesh to better check the animation.

Mecanim and Legacy Animations:

The .fbx files are configured to Mecanim Rig. If you want to use them as Legacy, just turn from Humanoid to Legacy on the Rig tab at Import Settings.