



Character Pack: Retail Shop Workers 1.0.1

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Description

Retail shop workers character pack is carefully designed to work in the mall, market, gas station, kiosk and bakery environments. Six of the characters are designed to work behind counters or in stock and two of them in administrative positions. The pack also contains additional objects like canned products, money, ID badges and a counter. Combining the extra objects with the retail shop workers you can really run a retail shop!

Like all Supercyan character packs, this pack includes over 310 high quality animations. Animator controller (state machine) and simple movement, wielding, item holding, accessory attachments (e.g. back bags) and aiming scripts included.

Character details

- 8 mecanim humanoid compatible character models
 - By average the vertex count is 2420 and triangle count 4572
 - Rig contains 28 bones
 - Rigs skinned with max four bones per vertex
 - By default 2 characters use transparent textures on glasses (mobile materials do not have transparency by default)
- Two apron wearing workers, two cashier workers, two vest wearing workers and two collared shirt managers
- Two skin texture variations for each character
- Over 310 mecanim humanoid animations
 - Full animation list can be found in the document on our website www.supercyanassets.com/animations
 - All animations animated 60 frames per second
 - Simple animator controller with all the animations
 - *Note: Compatibility with humanoids outside Supercyan Character Packs not guaranteed*
- Two 1024x1024 textures for each character
 - One for body, one for head, hair and "headgear" (glasses and earrings etc.)
 - Photoshop (.PSD) files with UW maps included
- Multiple materials for each character
 - One for body, one for head and hair
 - High and mobile quality versions of each material

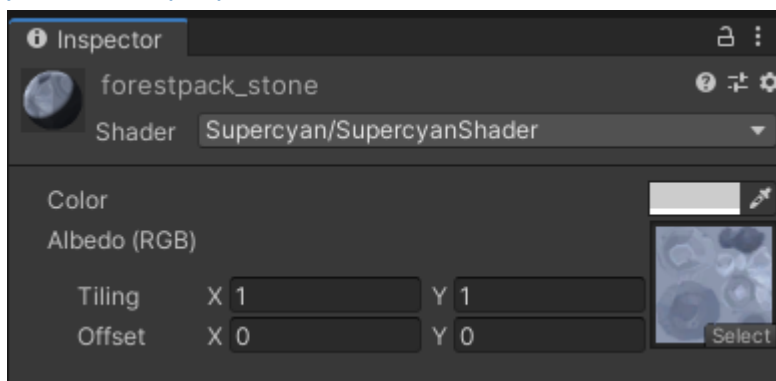


- Multiple prefabs of each character
 - Basic prefab
 - Prefab with simple aiming script and animator controller
 - High and mobile quality versions of each prefab
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. HDRP and URP/LWRP are not supported.
- Older Supercyan “CelShader” shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.

Additional object details

- 1 mobile phone (3 texture variations with closed and open screen variations)
- 1 large can (3 texture variations)
- 1 small can
- 1 credit card reader
- 1 checkout counter
- 1 ID card holder (3 texture variations)
- 2 coins
- 1 credit card
- 2 paper money
- 2 pocket money stacks (coins and paper money)
- 1 shopping basket (3 texture variations)
- All objects have 1024 x 1024 texture and editable Photoshop .PSD file version
- Some of the items have a custom modeled Mesh Collider (as separate *_meshCollider .FBX model) for best performance and collision accuracy

Supercyan Shader properties

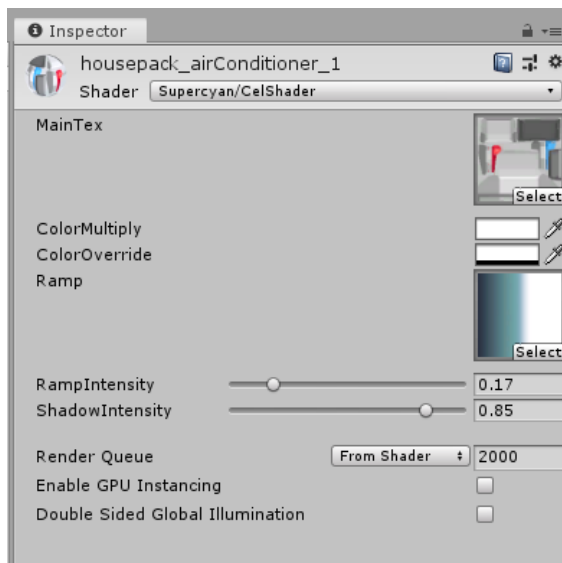


Color = Color the albedo texture is multiplied with (supports instancing).

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

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com