



Character Pack: Cleaners v1.0.0

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Description

Gotta keep it clean! Character Pack: Cleaners consist of 5 different cleaners and 13 handy cleaning items including a cleaning cart. Like all Supercyan character packs, this pack also includes over 290 animations, including multiple cleaning animations.

Character models are all mecanim humanoid compatible. Pack has two animator controllers (state machine), one for simple movement and another one for more advanced movement, wielding and aimings.

Character details

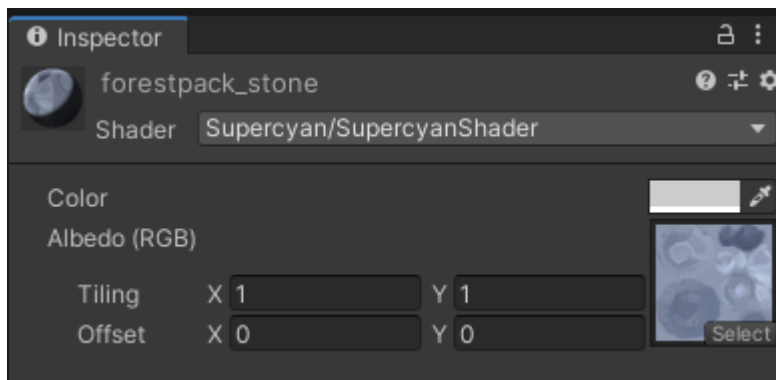
- 5 mecanim humanoid compatible character models
 - By average the vertex count is about 2490 and triangle count is about 4800
 - Rig contains 28 bones
 - Rigs skinned with four bones per vertex
- Two skin texture variations for each character
- Over 290 mecanim humanoid animations
 - Full animation 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 scoop
- 1 sponge
- 1 bucket
- 1 broom (2 textures)
- 1 wet floor warning sign
- 1 floor wiper (2 textures)
- 1 cleaning cart
- 1 cleaning cart trash bag (2 textures)
- 1 hanged rubber gloves
- 1 hanged cleaning cloth
- 1 spray cleaning product
- 1 detergent cleaning product
- 1 canistered cleaning product
- 1 cap
- 1 scarf

Supercyan Shader properties

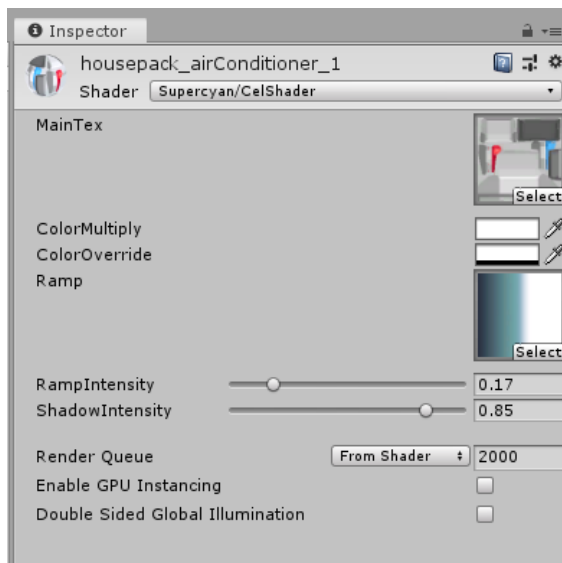


Color = Color the albedo texture is multiplied with (supports instancing).

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