

Fantasy Horde - Skeletons

www.polygonmaker.com

How to Use

Drag the FH_Skeleton.FBX ("assets" folder) to your scene, delete the accessories and body parts you do not want and drag the material on it.

There are 5 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 goes from 1700 (no accessories) to 3000 (full gear).

There are one .fbx file with all accessories and two .fbx files with extra animations.

There are two body types.

Some accessories are rigged with the character bones, others are just attached.

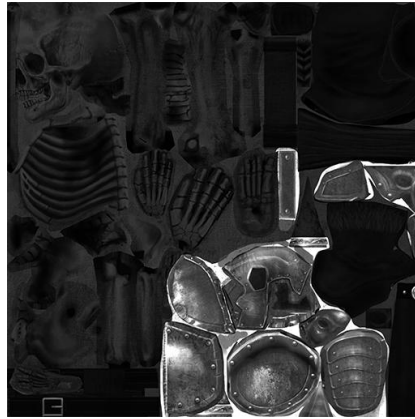
Texture

There are 5 different body and accessories textures, 1 weapons texture, 2 shields textures and 3 coat textures.

Those textures are divided in color with transparency and specular map.



Color map



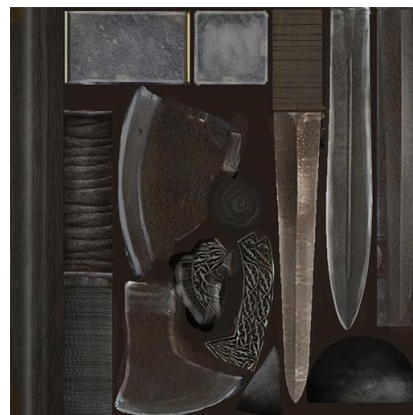
Specular map



Coat Texture (Wizard)



Shield texture



Weapons Texture

Animation

This is the animation list:

:

Name	Star	End	
idle	0	90	<input type="checkbox"/>
idle break01	90	160	<input type="checkbox"/>
idle break02	160	230	<input type="checkbox"/>
salute	300	370	<input type="checkbox"/>
crouch	370	385	<input type="checkbox"/>
hit	390	410	<input type="checkbox"/>
jump	410	455	<input type="checkbox"/>
die01	455	480	<input type="checkbox"/>
getup	480	510	<input type="checkbox"/>
die02	510	535	<input type="checkbox"/>
blocking	540	560	<input type="checkbox"/>
attack01	560	585	<input type="checkbox"/>
attack02	585	610	<input type="checkbox"/>
attack double	610	645	<input type="checkbox"/>
arch attack	700	755	<input type="checkbox"/>
prepare spear	755	765	<input type="checkbox"/>
spear attack	765	785	<input type="checkbox"/>
spear loop	761	780	<input type="checkbox"/>
casting	800	840	<input type="checkbox"/>
walk	0	35	<input type="checkbox"/>
run	0	25	<input type="checkbox"/>

Creating new animations: There is a 3dsmax files at "Extra content" folder that can be used to create new animations. The bones are made using CAT system from 3dsmax. 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.

The files are in idle pose to help your animation and don't include any animation.

JUMP ANIMATION:

-Jump Complete: The character do a complete jump animation. (frames: 410-455)

-Jump Simple: The character just push his legs, this could works better in some cases. (frames: 428-433) . Not included on the animation clip list.

Credits

Artist: Fabio Brasiliense