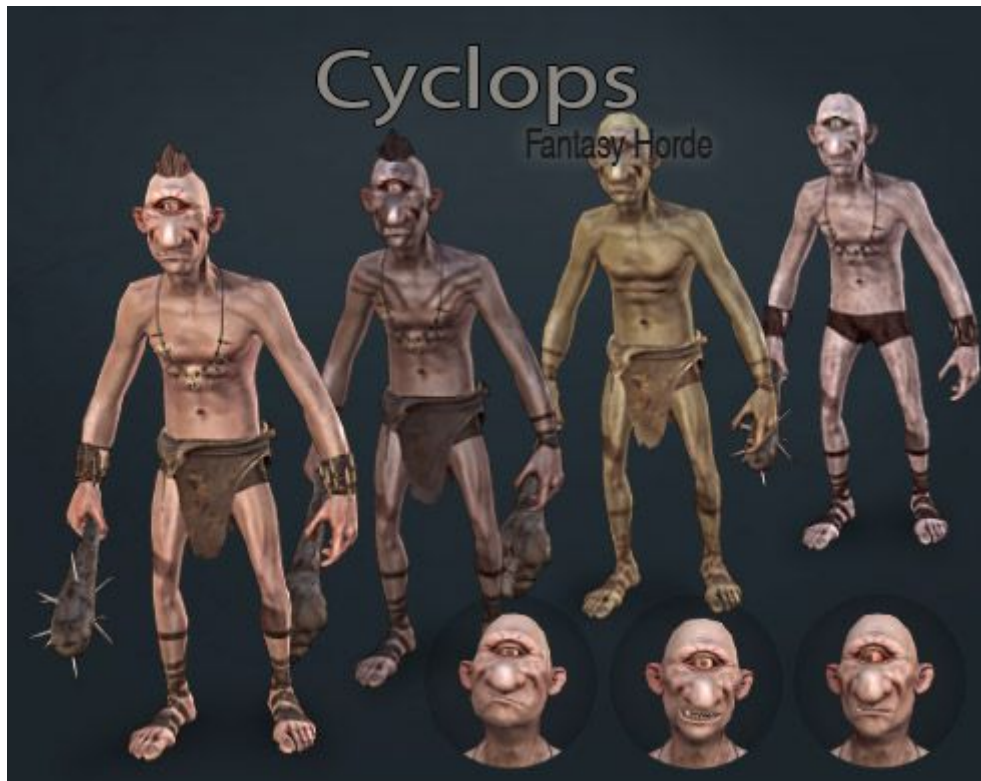# Fantasy Horde - Cyclops

www.polygonmaker.com

How to Use

Just drag some prefab from the "Samples" folder to your scene or drag the main .fbx (Cyclops.fbx) and leave only the assets you need.
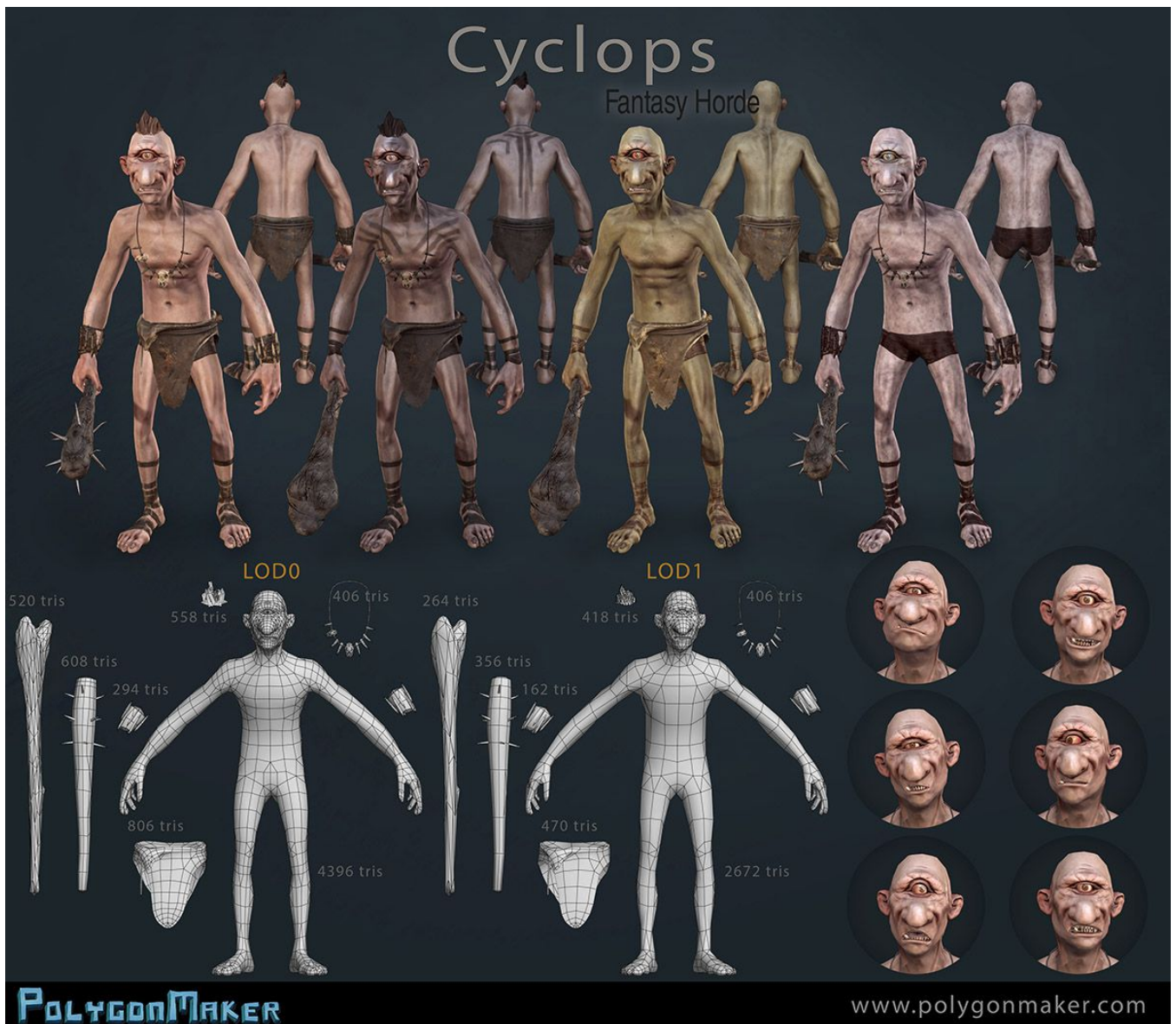
There are 4 prefabs on the "Samples" folder ready to use.

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

Mesh

There are two LOD levels.

The Accessories are skinned mesh. Once they all share the same material (except the shield) you can combine them to reduce the number of draw calls.

SkinnedMeshCombiner: http://wiki.unity3d.com/index.php?title=SkinnedMeshCombiner

Mobile Use:

Use the LOD according your hardware limitation. LOD 0 is suitable for most mobile applications.

Materials

The materials are set to use "Standard" default from Unity.

The Weapons uses it´s own material. Body and accessories share the same material.

Mobile Use:

If the current shader is too heavy for your hardware, you can try a simpler shader such as "diffuse mobile" or "unlit" using the textures from "Mobile" folder.

Texture

There are 2 different textures types included and 4 variations of each:

"Next gen":

Created in mind with PBR textures

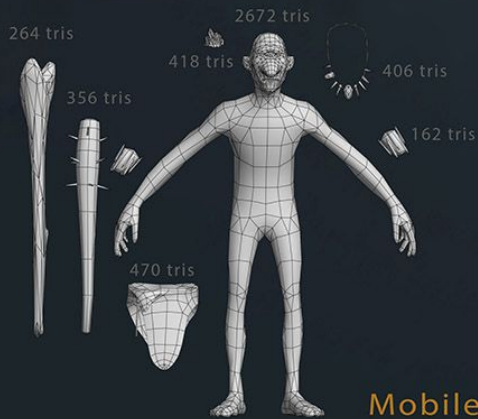– [Albedo] - with alpha

– [Specular] – Colored with glossiness on the Alpha Channel

– [Normal] - Normal Map

– [Occlusion] – Occlusion map (optional)

– [Skin] – Used as a emissive or an SSS mask.

"Mobile":

– Diffuse with painted specular and shadows

Ready to use with simple shaders

Mobile textures

Animation

Created with Unity Mecanim compatible rig

idle	10.0	60.0
taunt1	60.0	110.0
taunt2	120.0	160.0
crouch	160.0	190.0
talk	200.0	260.0
jump	300.0	335.0
attack1	400.0	430.0
attack2	440.0	470.0
attack3	480.0	535.0
death	700.0	735.0
walk	800.0	835.0
run	850.0	875.0

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 2016 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.

Face Rig:

There are bones to move the eyes and the jaw.

Blend Shapes

Included on the LOD0 only.

Cloth:

It has been included Unity Cloth at the cloth and hair (LOD0 only).

The "Hair" cloth only adds a subtle movement (the cloth modifier can be removed if performance is an issue in your project)

The "Cloth" cloth has three coliders to improve the realism: One on each thigh and Pelvis