Fantasy Horde - Dwarfs

www.polygonmaker.com

How to Use

Drag the FH-dwarf.fbx ("assets" folder) to your scene, delete the acessories and body parts you don´t want and then drag the material on it.

There are 12 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
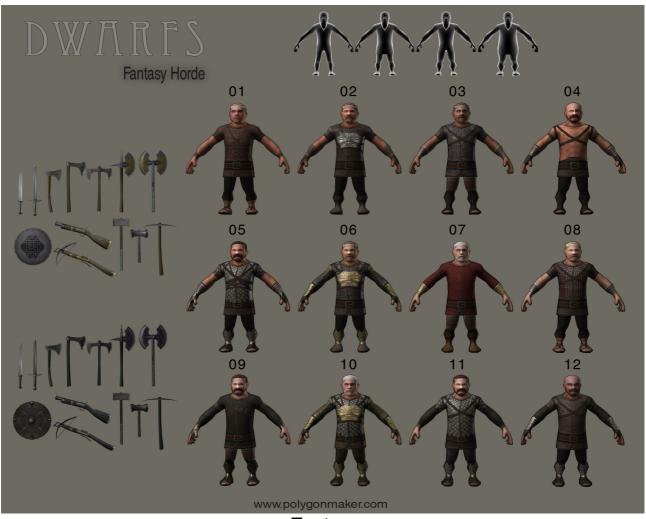

Samples

Mesh

The total polycount (tris) per model goes from 1500 (no acessories) to 2500 (full gear).

There are one .fbx file with all parts and three .fbx files on the "Extra Animations" folder with extra animations.

There are four body types and three heads. (no beard and two with beard) You should use the same texture on both, head and body. (the textures 01-03 won´t work with heads with beard)

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

Texture

There are 12 different body textures and 2 equipment textures. (Dwarf_weapons_01-02)

Body textures are used on the head, body, dwarf_leg plate and dwarf_arm plate.
Weapons textures are used on weapons, shield, helmets, shoulder pad and at the "discs".

Exceptions:
- The body textures 01-03 won´t work with heads with beard.
- The shield is the only equipment that only accept one weapon texture:
    - shield_01 → Dwarf_weapons_01
    - shield_02 → Dwarf_weapons_02

Animation

This is the list of animation:

Name	Star	End	WrapMode	Loop
idle	0	120	Loop	☑
idle break	120	190	Default	☐
talk	190	290	Loop	☑
salute	290	340	Default	☐
crouch	340	365	Default	☐
die1	370	440	Default	☐
die2	450	480	Default	☐
idle to fight idle	490	510	Default	☐
fight idle	510	560	Loop	☑
fight idle break	560	600	Default	☐
hit	600	620	Default	☐
punch	620	640	Default	☐
attack1	640	665	Default	☐
attack2	665	690	Default	☐
attack3	690	720	Default	☐
special	720	760	Default	☐
block	760	780	Default	☐
jump	800	845	Default	☐
idle to working	845	860	Default	☐
working	860	920	Loop	☑
working to idle	920	955	Default	☐
sit	960	1000	Loop	☑
sit cheers	1000	1040	Default	☐
shot	1100	1160	Default	☐
fight idle to shot	1100	1115	Default	☐
shot loop	1115	1135	Loop	☑
shot to fight idle	1135	1160	Default	☐
walk	0	34	Loop	☑
run	0	29	Loop	☑
run fast	0	24	Loop	☑

Extra animations:

There are some extra animations on the "extra animation" folder:
-run: frames 0-29
-run fast: frames 0-24
-walk: frames 0-34

Creating new animations: There are 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: 800-845)

-Jump Simple: The character just push his legs, this could works better in some cases. (frames: 810-820) . Not included on the animation clip list.