Character Pack: Free Animal people sample v2.0

Description

This Character Pack: Free Animal people sample contains a cute wolf character made in a colorful fun style. The wolf is textured in high quality hand painted style. The character is fully rigged and it contains 10 free mecanim humanoid animations for example full jump arch.

The pack contains an animation state machine, accessory logic scripts and a simple movement script. This pack has prefabs included, just drag 'n drop!

Details

- 1 Mecanim humanoid compatible character model
  - Character vertex count is 3287 and triangle count 6287
  - Rig contains 28 bones
  - Rig created with four bones per vertex for optimized performance
  - No transparent textures or backface-culling
- 10 Mecanim humanoid animations
  - idle, walk, backwards walk, run, backwards run, three jump stages (up, floating, down), pick up, wave
  - 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 the character
  - One for body, one for head and hair
  - Photoshop (.PSD) files with UW maps included
- Multiple materials for the character
  - One for body, one for head and hair
  - High and mobile quality versions of each material
- Multiple prefabs of the character
  - Basic prefab
  - Prefab with simple movement script and animator controller
  - High and mobile quality versions of each prefab
- Test scene featuring the character and animations
- A custom made shader "SupercyanShader" can be found in the **Shaders** folder.
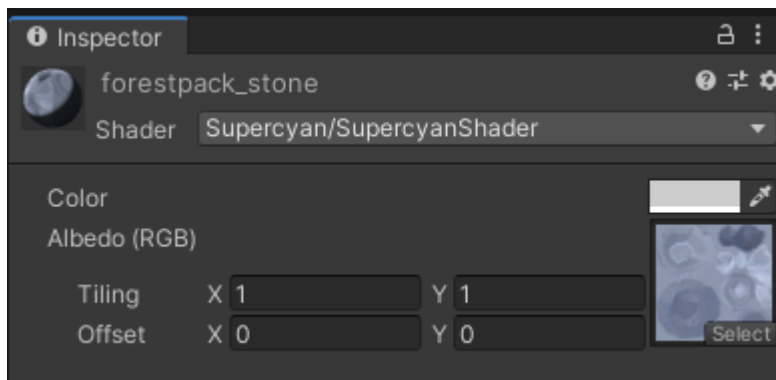- Older Supercyan "CelShader" can be found in the folder **Shaders/Legacy**.

Additional object details

This free sample character comes with following free models:

- 1 backpag (on wear and on ground versions) (1 texture)
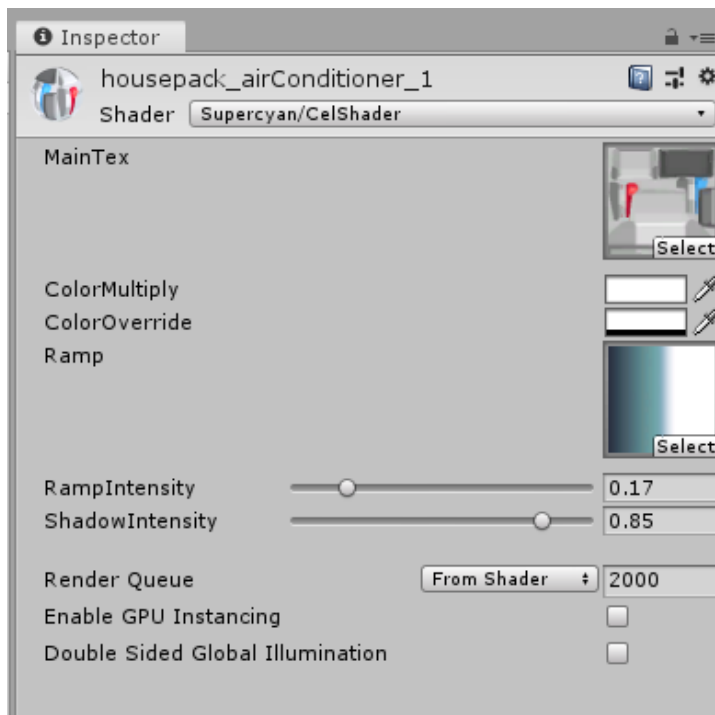- 1 beanie (on wear and on ground versions) (1 texture)

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

Support