Char B1 Low Poly/RTS/Mobile

Description:

This Char B1 is a low poly model created for RTS or mobile style of game. It has accurate WWII French markings and proportions and scale are accurate. It is 536 Polys/990 Tries with 1 512 texture and 1 64 scrolling texture for the tank treads. All animated parts are controlled by public variables that can be accessed from the included C# script including: Turret Rotation, Turret Cannon angle, body canon angle and tank tread rotation speed. Source files are included: fully rigged 3ds Max 2013 and Photoshop CS5 texture with original layers included in the zip file. If this turns out to be a big seller I may do a series of WWII tanks, so be sure to comment if you would be interested in more.

Setup Guide:

- Drag char_b1 into the scene
- From the Scripts folder drag char_b1_animation.cs script onto char_b1 in the scene

Variable Definition:

- **Body Cannon Angle**: Controls the vertical rotation of the body cannon in degrees (float). Possible values between -25 and 25, 0 is horizontal (min/max changeable in script minBoneCannon and maxBoneCannon respectively).
- **Turret Angle**: Controls the horizontal rotation of the tank's turret in degrees (float). Possible values between -365 and 365, 0 is facing forward (min/max changeable in script minTurretAngle and maxTurretAngle respectively).
- **Turret Cannon Angle**: Controls the vertical rotation of the turret cannon in degrees (float). Possible values between -8 and 25, 0 is horizontal (min/max changeable in script minTurretCannon and maxTurretCannon respectively).
- **Tread Rotation Rate**: Controls the speed of the scrolling texture on the tank treads (float). Both positive (forward) and negative (reverse) numbers are possible. This number will require tuning based on movement speed to sync tread speed with movement speed.

Usage:

Update the public variable in bold listed above with desired values, every frame the script will check if the values have changed and updated the bone rotations/UV offset based on the new values if they are different then they were last frame.

Version: 1.0

Contact Info:

BILLY CHATTERTON
3D ARTIST

www.billychatterton.com
billy.chatterton@gmail.com
Seattle, WA

Thank you for your purchase! If you have any questions problems feel free to contact me through:

E-mail: billy.chatterton@gmail.com

Facebook: http://www.facebook.com/pages/Billy-Chatterton/272809569401208

Twitter: http://twitter.com/BillyChatterton

If you want to see what else I've been working on you can check out my web site at:
http://www.billychatterton.com/