

# Fantasy Horde - Guards

www.polygonmaker.com

## How to Use

Drag the FH\_guards.FBX ("assets" folder) to your scene, delete the accessories and body parts you do not want and 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](mailto:polygonmaker@gmail.com)



*Samples*

## ***Mesh***

The total polycount (tris) per model goes from 1340 (no accessories) to 1700 (full gear).

There are one .fbx file with all accessories and 8 .fbx files with extra animations.

There are three body types.

The accessories are attached to the character bones.

## ***Texture***

There are 12 different body and accessories textures, 1 weapons texture atlas and 3 shield textures.

Those textures are divided in color and specular map.



*Color map*



*Specular map*



*Weapons texture atlas*

## Animation

This is the animation list:

FH_guards@regular				
Name	Star	End	WrapMode	Loop
idle	0	80	Loop	<input checked="" type="checkbox"/>
idle break 1	80	120	Default	<input type="checkbox"/>
idle break 2	120	170	Default	<input type="checkbox"/>
salute	170	190	Default	<input type="checkbox"/>
talk	190	290	Default	<input type="checkbox"/>
crouch	340	365	Default	<input type="checkbox"/>
die 1	370	440	Default	<input type="checkbox"/>
die 2	450	480	Default	<input type="checkbox"/>
idle to fight	490	510	Default	<input type="checkbox"/>
fight idle	510	560	Loop	<input checked="" type="checkbox"/>
fight idle break	560	600	Default	<input type="checkbox"/>
hit	600	620	Default	<input type="checkbox"/>
punch	620	645	Default	<input type="checkbox"/>
attack 1	645	670	Default	<input type="checkbox"/>
attack 2	670	695	Default	<input type="checkbox"/>
attack 3	695	725	Default	<input type="checkbox"/>
special	725	765	Default	<input type="checkbox"/>
block	765	785	Default	<input type="checkbox"/>
jump	805	850	Default	<input type="checkbox"/>
FH_guards@crossbow				
shot	620	640	Default	<input type="checkbox"/>
recharge	640	690	Default	<input type="checkbox"/>
FH_guards@pole				
idle	0	80	Loop	<input checked="" type="checkbox"/>
idle break 1	80	120	Default	<input type="checkbox"/>
idle break 2	120	170	Default	<input type="checkbox"/>
salute	170	190	Default	<input type="checkbox"/>
talk	190	290	Default	<input type="checkbox"/>
crouch	340	365	Default	<input type="checkbox"/>
die 1	370	440	Default	<input type="checkbox"/>
die 2	450	480	Default	<input type="checkbox"/>
idle to fight	490	510	Default	<input type="checkbox"/>
fight idle	510	560	Loop	<input checked="" type="checkbox"/>
hit	600	620	Default	<input type="checkbox"/>
attack halberd	630	670	Default	<input type="checkbox"/>
attack spear	670	695	Default	<input type="checkbox"/>
jump	700	745	Default	<input type="checkbox"/>
FH_guards@run				
run	0	22	Loop	<input checked="" type="checkbox"/>
FH_guards@run fast				
run fast	0	19	Loop	<input checked="" type="checkbox"/>
FH_guards@walk				
FH_guards@walk_pole				
FH_guards@walk_shield				
walk	0	34	Loop	<input checked="" 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 file is in idle pose to help your animation and don't include any animation.