# **Fantasy Horde - Guards**

www.polygonmaker.com

#### How to Use

Drag the FH\_guards.FBX ("assets" folder) to your scene, delete the acessories 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 <a href="mailto:polygonmaker@gmail.com">polygonmaker@gmail.com</a>



Samples

### Mesh

The total polycount (tris) per model goes from 1340 (no acessories) to 1700 (full gear). There are one .fbx file with all acessories and 8 .fbx files with extra animations. There are three body types.

The acessories are attached to the character bones.

### **Texture**

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

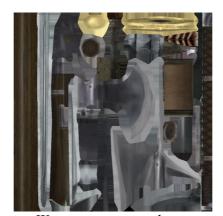
Those textures are divided in color and specular map.



Color map



Specular map



Weapons texture atlas

## Animation

This is the animation list:

Name	Sta	r End	WrapM	ode	Loc
idle	0	80	Loop	+	<b>V</b>
idle break 1	80	120	Default	+	
idle break 2	120	170	Default	+	
salute	170	190	Default		
talk	190	290	Default	+	
crouch	340	365	Default		
die 1	370	440	Default	4	
die 2	450	480	Default	+	
idle to fight	490	510	Default	+	
fight idle	510	560	Loop	+	<b>V</b>
fight idle break	560	600	Default	+	
hit	600	620	Default	+	
punch	620	645	Default	+	
attack 1	645	670	Default		
attack 2	670	695	Default		
attack 3	695	725	Default	+	
special	725	765	Default	+	
block	765	785	Default	+	
jump	805	850	Default	#	
		Sec. 10			
FH_guards@crossbow shot	620	640	Default	-	П
recharge	640	690	Default	+	
	040	050	Default	-30	-
FH_guards@pole					To iss
idle	0	80	Loop	+	✓
idle break 1	80	120	Default	+	
idle break 2	120	170	Default	+	
salute	170	190	Default	+	
talk	190	290	Default	+	
crouch	340	365	Default	+	
die 1	370	440	Default	+	
die 2	450		Default	+	
idle to fight	490	510	Default	+	
fight idle	510	560	Loop	#	✓
hit	600	620	Default	+	
attack halberd	630	670	Default	+	
attack spear	670	695	Default	+	
jump	700	745	Default	#	
H_guards@run			11	17.75	
run	0	22	Loop		<b>V</b>
FH_guards@run fast			5		
run fast	0	19	Loop	+	✓
FH_guards@walk FH_guards@walk_pole					
FH_guards@walk_shield			2	200	7
walk	0	34	Loop	+	V

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**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.