



## Shard Saga : Enemy Goblin Pack



Hail Brethren!

15 Body Meshes  
- 5 Armor Types  
- 3 Color Variations

18 Head Meshes  
- 5 Helmet Types  
- 1 Head Mesh  
- 3 Color Variations

8 Weapon Meshes  
- Two Handed Aze  
- Two Handed Spear  
- Sacrificial Dagger  
- Voo Doo Offhand  
- One Handed Sword  
- One Handed Axe  
- Staff  
- Shield  
- 3 Color Variations

3 New Animation Sets  
- 8 Animations Each  
- Two Handed Weapons  
- Compatible With Other Shard Saga Packs

3 Shaders  
- Vertex Color  
- Vertex Color Lit  
- Vertex Color Alpha

No textures! That's right everything in this pack is vertex color and uses only one material making sure performance is never an issue. Do you want to use your own shader? No problem! Any Shader that supports vertex color can be used.

Do you have suggestions for future packs in the Shard Saga universe? Email [contact@mutinybros.com](mailto:contact@mutinybros.com) or feel free to tweet us [#MutinyBros](https://twitter.com/MutinyBros) [#ShardSaga](https://twitter.com/ShardSaga)

## How To Use

### How to Use

- Animation Controller examples for each Animation set can be found in Animation folder under the corresponding set.

- All Animation and Characters are setup using Generic Mecanim system. All animation clips can be used on every Armor type.

- Animation sets and Bodies can be converted to use either Legacy Animation type using Store in Root Deprecated or to Mecanim Humanoid. If you need help converting the Animation send an email to [support@mutinybros.com](mailto:support@mutinybros.com) for help.

- Animator component should be place on top node of Body, and use "ss\_biped@Avatar\_animAvatar" as the Avatar.

- Bodies examples are located in the Prefabs\Examples folder. They are setup with an example Animation Controller and the "ss\_biped@Avatar\_animAvatar"

- To attach a Head to a body, bring in the desired Head model from the Prefabs\Heads folder into your scene. Search for "biped:mr:Neck\_jnt" and place Head model under "biped:mr:Neck\_jnt". Be sure to Reset all Transform information to 0 to ensure proper alignment.

- To use a Weapon, bring in desired weapon located in Prefabs\Weapons into your scene and place either under "biped:mr:L\_WeaponAttachMent\_jnt" or "biped:mr:R\_WeaponAttachMent\_jnt". Be sure to Reset all Transform information to 0 to ensure proper alignment.

- To use a Shield, bring in desired weapon located in Prefabs\Weapons\Shield into your scene and place under "biped:mr:L\_Shield\_AttachMent\_jnt". Be sure to Reset all Transform information to 0 to ensure proper alignment.

- We created a demo scene in the scences folder with all the assets laid out for you to check out. We also included 3 ready made characters!

- A simple vertex color shader has been supplied for your use.

- Have a comment, or need help? send an email to [support@mutinybros.com](mailto:support@mutinybros.com), and we can hook you up with whatever you need.

## Who We Are

*Mutiny Bros.* is a team of game industry veterans that specialize in the content creation and the development of desktop, console, and mobile gaming software. We have more than 15 years combined experience in the gaming industry, have won multiple editor's choice awards for our work, making our team a legit development solution to bring your creative vision to life, from concept to completion.

We appreciate your dedication in helping support the *Mutiny Bros.*, therefore the *Mutiny Bros.* are dedicated to helping support you.

If you have any questions, concerns email us at:

[support@mutinybros.com](mailto:support@mutinybros.com)



**Mutiny Bros. Appreciates Your Dedication.**