Fantasy Horde - Elves

www.polygonmaker.com

How to Use

Drag the FH_elves.FBX ("assets" folder) to your scene, delete the acessories and body parts you do not want and drag the material on it.
There are 21 samples on the "Samples" folder ready to use.

There is one .fbx on the "assets" folder that is ready to use with "Unity Mecanim"

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

Mesh

The total polycount (tris) per model goes from 1800 (no acessories) to 2500 (full gear).
There are one .fbx file with all acessories and 3 .fbx files with extra animations.
There are six body types. (three male and three female)
The acessories are attached or skinned to the character bones.

Texture

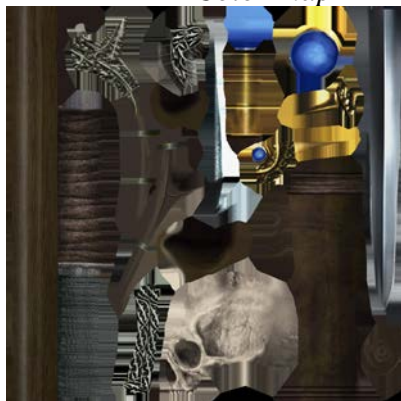There are 21 different body and accessories textures, 1 weapons texture atlas and 1 shield textures.

Those textures are .tga with Albedo and a Specular map with Glossiness on the alpha channel.

Color map

Specular map

Weapons texture atlas

Shield texture

Animation

This is the animation list:

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Clips	Start	End
idle	0.0	120.0
idle break	120.0	190.0
talk	190.0	290.0
salute	290.0	340.0
crouch	340.0	365.0
die1	370.0	440.0
die2	450.0	480.0
idle to fight idle	490.0	510.0
fight idle	510.0	560.0
fight idle break	560.0	600.0
hit	600.0	620.0
punch	620.0	645.0
attack1	645.0	670.0
attack2	670.0	695.0
attack3	695.0	725.0
special	725.0	765.0
block	765.0	785.0
jump	805.0	850.0
idle to working	850.0	865.0
working	865.0	925.0
working to idle	925.0	960.0
sit	965.0	1005.0
sit cheers	1005.0	1045.0
spear	1050.0	1080.0
attack left	1080.0	1105.0
arch	1155.0	1210.0
walk	0.0	34.
run	0.0	23.
run fast	0.0	19.

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.