Character Pack: Common People v6.1

NOTE for Common People v4.0 (or older) users

BEFORE UPDATING: backwards compatibility with projects using version 4.0.0 (or older) of Common People Character Pack is not guaranteed. Do NOT update if your project is at a critical stage.

License

These files are distributed under the standard Unity - Asset Store Terms of Service and EULA license: https://unity3d.com/legal/as_terms

By accessing, using and modifying these files, you agree to be bound by the provisions of the appointed license agreement.

Description

Character pack of common people made in a colorful, fun style. Contains 4 female and 4 male fully textured, rigged and animated low poly character models - all mecanim humanoid compatible.

Includes over 270 high quality animations. Animator controller (state machine) and a simple movement, wielding and aiming scripts included.

Details

- 8 Mecanim humanoid compatible character models
    - Polygon count ranges from 1600 to 2000
    - Rig contains 28 bones
    - Rigs created with two bones per vertex for optimized performance
    - No transparent textures or backface-culling used
- Over 270 mecanim humanoid animations
    - Full animation list can be found on our website
      www.supercyanassets.com/animations
    - All animations animated 60 frames per second
    - Simple animator controller with all the animations
    - *Note: Compatibility with humanoids outside Supercyan character packs not guaranteed*
- Two 1024x1024 textures for each character
    - One for body, one for head and hair
    - Photoshop (.PSD) files with UW maps included
- Multiple materials for each character
    - One for body, one for head and hair
    - High and mobile quality versions of each material
- Multiple prefabs of each character
    - Basic prefab
    - Prefab with simple movement script and animator controller
    - High and mobile quality versions of each prefab
- 8 Appearance Objects used by the Supercyan Character Maker
- Test scene featuring all characters and animations

- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 6.1.0 this shader replaces older "CelSahder". HDRP and URP/LWRP are not supported.
- Older Supercyan "CelShader" shader in now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- 1 Additional sample item (Wooden mug)
  - Basic and with item logic attached prefabs with high quality and mobile versions
  - Mobile and high quality materials
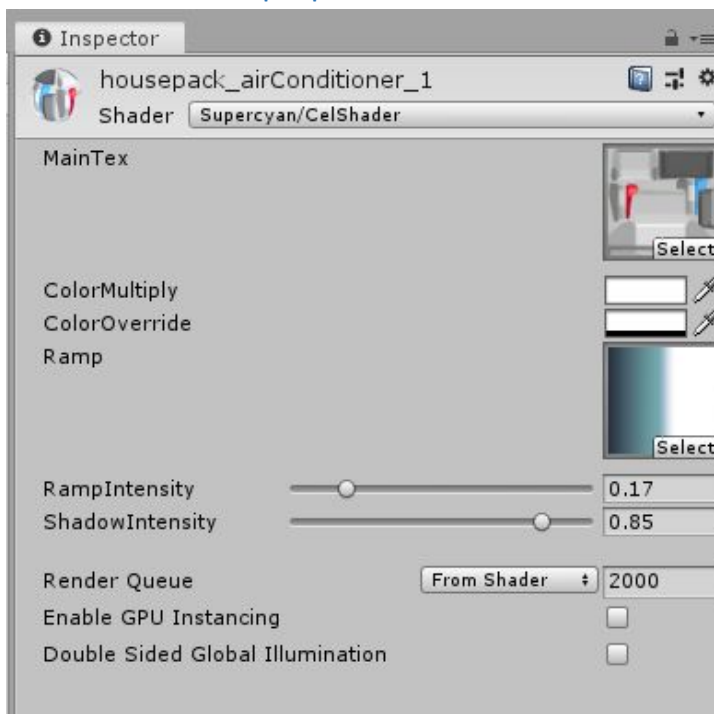 - Texture
  - ItemObject and ItemAnimationsObject

Supercyan Shader properties
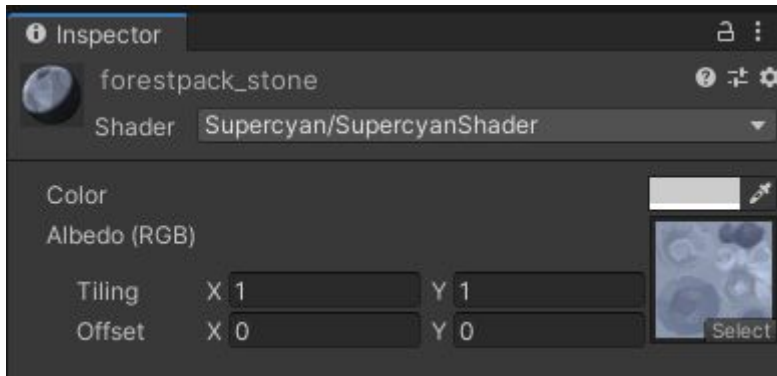
Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture

Legacy CelShader shader properties

MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency

Support

For support contact us at via email: supercyan@wearebind.com

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com