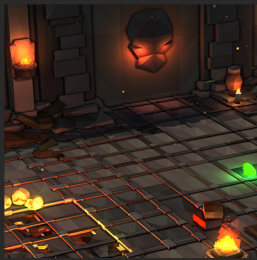# Shard Saga : Dangerous Dungeon Pack
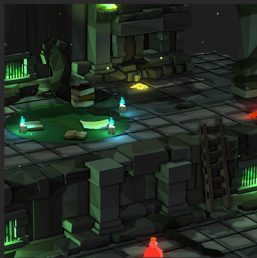

Hail Brethren!

183 Models

129 Props, including
-Treasure
-Containers
-Potions
-Decorations
-Junk
-Lighting
-More

54 Architectural Pieces, including
-Walls
-Floors
-Ceilings
-Steps
-Doorways

5 Effect Types, with color variations

-Ambient Dust
-Candle Fire
-Torch Fire
-Wall Fire
-Item Sparkle

5 New Dungeon Animations
-Open Chest
-Use Lever
-Drink Potion
-Pickup Item
-Wave

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

Do you have suggestions for future packs in the Shard Saga universe? Email contact@mutinybros.com or feel free to tweet us @MutinyBros #ShardSaga

How To Use

How to Use

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

- All Animation Characters are setup using Generic Mecanim System. All Animation Clips can be used on every Shard Saga Character unless otherwise noted.

- Animator component should be placed on top node of Body, and use "ss_biped@Avatar_animAvatar" as the Avatar.

- Animated Props use the Legacy Animation system, and exported with the animation directly on the model.

- To line up the Character during the "unarmed_dungeon_dooropen_01", move the "prop_interact_lever_anim" located in Prefabs\Animated_Props\ one unit in **Z axis** and **rotate it 90 degrees** in **Y** . Play the animation on the "prop_interact_lever_anim" and the Character's "unarmed_dungeon_dooropen_01" at the same time.

- To line up the Character during the "unarmed_dungeon_chestopen", move either "prop_container_chest_1_anim" or " prop_container_chest_2_anim" , located in Prefabs\Animated_Props\ one unit in **Z axis** and **rotate it -180 degrees** in **Y** . Play the animation on the "prop_container_chest_1_anim" or " prop_container_chest_2_anim" and the Character's "unarmed_dungeon_chestopen" at the same time.

- During the "unarmed_dungeon_drinkpotion" animation, use either the "prop_bottle_potion_health_1" or "prop_bottle_potion_mana1" and place it under the "biped:mr:R_WeaponAttachMent_jnt" . Be sure to Reset all Transform information to 0 to ensure proper alignment.

- Reference the example scenes provided for interesting ways to use the pieces provided.

- We have tried our best to supply you with all the basic pieces needed to create your dungeon. However, if you find yourself stuck and need a new piece or find problems with existing ones, send an email to 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

Mutiny Bros. Appreciates Your Dedication.