

Thank you for downloading **Repeater - Animated FPS Weapon** Unity asset.

This package contains both a static model of the rifle (including bullets and casings) and an animated set complete with arms. The animations included are:

- Idle
- Walk
- Run
- Shoot
- Aim Down Sight
- Shoot (aiming)
- Raise
- Lower
- Start Reload
- Reload (single bullet)
- Finish reload
- Jump
- Land

The animations have been organised so that the *Reload* animation can be repeated to load a single bullet at a time, allowing for interruptible reloads in your game.

For the best quality, the shoot animations should have very short transition times in the animation controller. In any transitions to a shooting animation, under the *Settings* tab I recommend setting the *Exit Time* to **0.95** and the *Transition Duration* to **0.05**.

A demonstration animation controller has been provided to give an example of how to set this up. Please be aware that this controller is probably not suitable to use in game.

Model triangle counts:

Arms - 1,908

Repeater – 2,740

If there are any issues, please feel free to contact me at blacklight28@gmail.com