

Man Outfit 1 - Rigged

Description

Important!

1. There is a scene in the project configured for a built-in render pipeline by default. If you intend to use our assets in other render pipelines, then you should use the materials configured for them from the corresponding subfolders in Material folder (URP, HDRP) or you can use our script for quick change the materials of our assets.

2. There two C# in project:

- CharacterSetup.cs - perform selecting animation from inspector.
- NicePictures.cs - creates additional menu-item in top menu-bar with three nested options to change materials for selected objects in scene.

- PBR Materials (BaseColor, Roughness, Metallic, Normal)
- All objects, textures and materials have their own names
- Model is built to real-world scale
- Units used: cm
- Doesn't have Default names
- Doesn't have NGons
- Doesn't have Overlapping Vertices
- Doesn't have Overlapping Faces
- Doesn't have Overlapping UV Faces
- Doesn't have Missing textures

Technical details

- Rigged:(Yes)
- Rigged: to Humanoid:(Yes)
- Morph-targets: (52 ARKit facial Blendshapes)
- Animated:(Yes)
- Cloth Simulation (no)
- Number of Animations:(9)
- Animation types (Root Motion/In-place): In-place
- Number of meshes/prefabs: 9 / 10
- UV mapping: Yes
- Number of scripts: 2

Geometry:

Man

Vertices : 84,973
Triangles: 124,648
Poligons : 62,325

Outfit

Vertices : 36,267
Triangles: 70,789
Poligons : 36,361

Number of PBR Materials: 10 (built-in) + 10 (URP) + 10 (HDRP)

Number of Textures: 18

Textures Resolutions:

- 1024x1024 (Eyeball textures)
- 8192x8192 (other)

Supported Development Platforms:

-Windows:(Yes)

-Mac:(Yes)