



## Character Pack: Common People v5.0

### 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

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### 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 250 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 250 mecanim humanoid animations
  - Full animation list can be found in the document **Character\_pack\_animation\_list.pdf** or on our website **[www.supercyanassets.com/animations](http://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

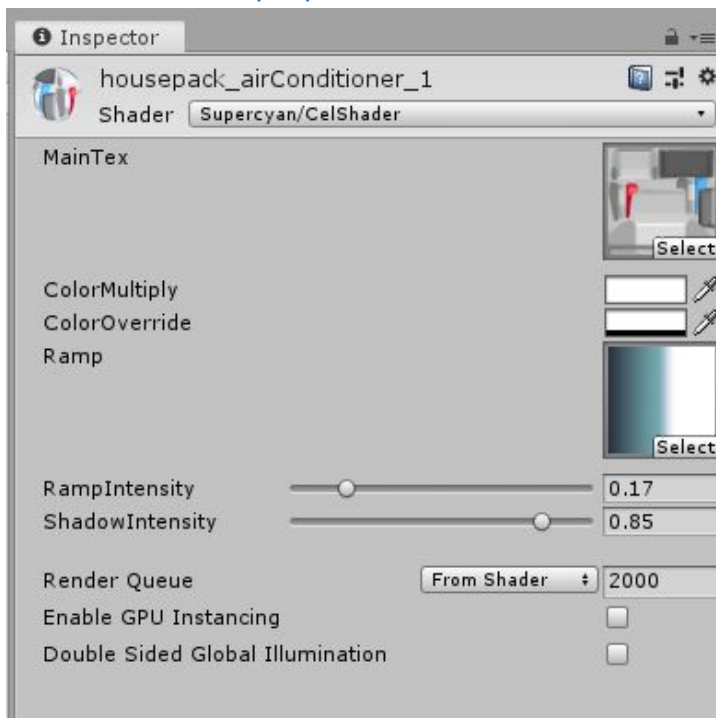


- Pack uses a custom made Supercyan “CelShader” shader in the assets.
- 1 Additional sample item (Wooden mug)
  - Basic and with item logic attached prefabs with high quality and mobile versions
  - Mobile and high quality materials
  - Texture
  - ItemObject and ItemAnimationsObject

### Mobile friendly

Tested with HUAWEI P8 Lite (2015) achieving 40 fps, Samsung Galaxy Note 1 (2011) 30 fps. Test build contained an empty scene with mobile friendly Unity configurations with 24 animated Common People pack characters.

### 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: [supercyan@wearebind.com](mailto:supercyan@wearebind.com)