

CRAZY NITROXEN

NEXT.GEN MOBILE GRAPHICS ASSETS SUPPLY

CAT WARRIOR ASSET MANUAL

INDEX OF CONTENTS

OVERVIEW

PACKAGE INFORMATION

1. Project assets.
2. 3dsmax file.
3. Substance custom material with custom mobile shader.

SUPPORT

direct contact

<http://www.leegoonz.com/#!contact/cvrh>

facebook

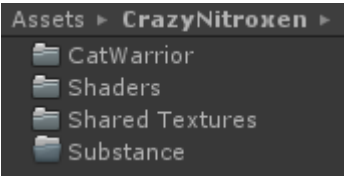
<https://www.facebook.com/crazynitroxen>



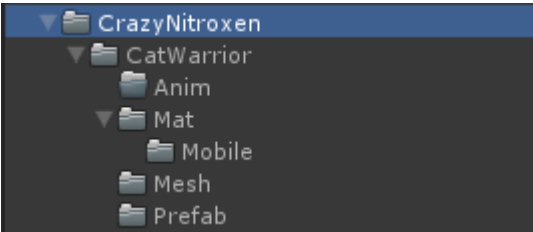
PACKAGE INFORMATION



PROJECT INFORMATION :: DIRECTORY

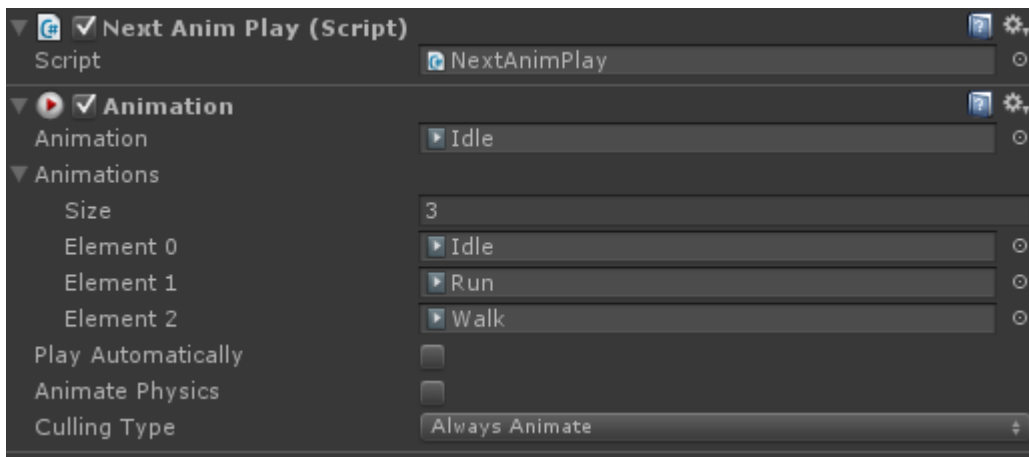


Directory	Descriptions
CatWarrior	Include base mesh and materials with textures for only this product. .[PC , Mobile]
Shaders	Include crazy nitroxen custom shaders.[PC , Mobile / Shared assets]
Shared Textures	Public crazy nitroxen shared texture included.
Substance	Crazy nitroxen custom substance materials included .[PC , Mobile / Shared assets]
Scenes	It made to each scenes for each type of date for platforms.
Scripts	Animation preview scripts.



Directory	Descriptions
Anim	Basic animation set for cat warrior.[legacy only] {But if you need to mechanim data you should be use 3dsmax date for yourself.}
Mat	Materials for PC and Mobile subfolder with mobile assets included for cat warrior.
mesh	Cat warrior base mesh included. [PC , Mobile]
Prefab	Cat warrior prefab asset included.

PROJECT INFORMATION :: Component



NextAnimPlay.cs

It is check your Animation list and add <list> with play.
Hot key is space bar and pressed do they can be playing next anim.

3DSMAX

ORIGINAL Setup data
Required 3dsmax 2014 or higher.

3DSMAX FILES :: LISTS

Mesh data

- a. Cat_Warrior_Scale_Fix_Unity_Standard.max
 - While you exporting to Base mesh that you use this file.

Animation files

PROJECT INFORMATION :: BASE MESH



2083 Triangle.

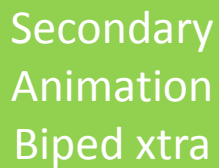
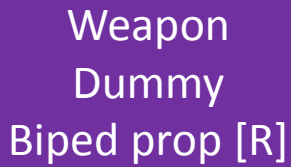
8 Mesh parts(8 Draw call).

All texture made by hand painting style.

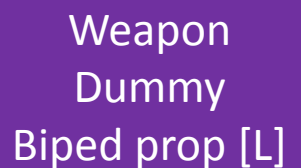


3dsmax data path : ./3dsmax_source/CatWarrior-3dsmax.7z

3DSMAX FILE :: SKELETON INFORMATIONS



You should do 'secondary animation biped xtra' that is setting up in unity3d via ragdoll system for physically secondary action.



Stable biped dummy
bone when I use just
biped prop system.

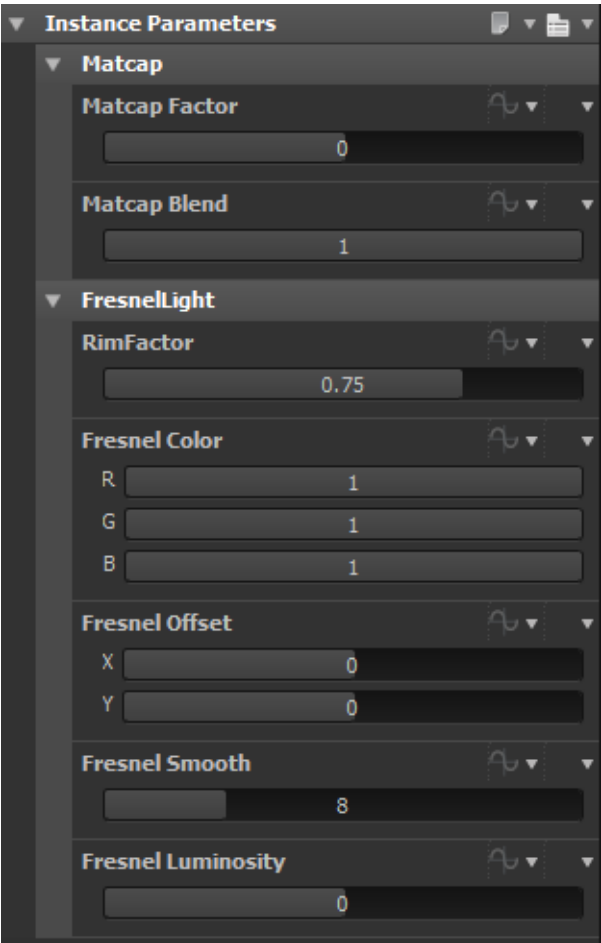
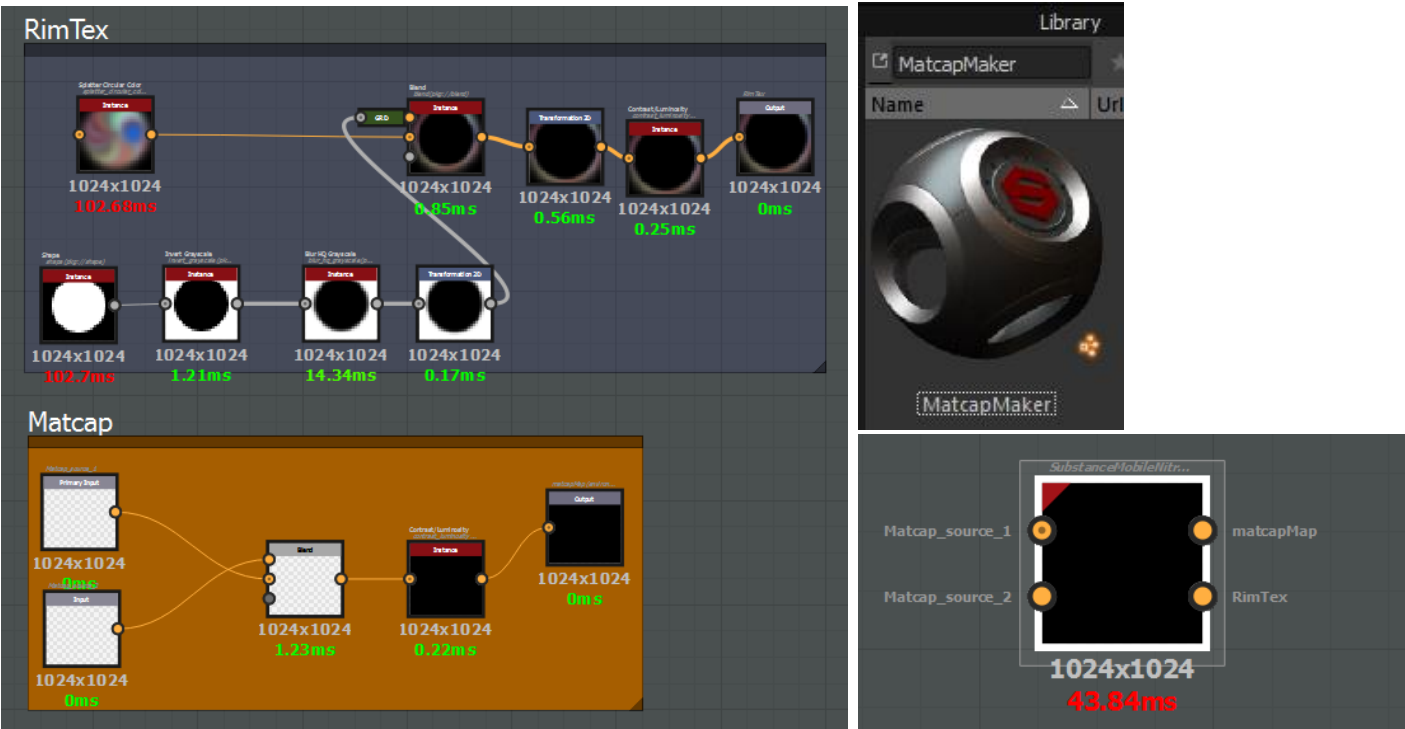
SUBSTANCE

Public texture lighting

CUSTOM SUBSTANCE MATERIALS WITH CUSTOM SHADERS.

SubstanceMobileNitroxenLighting.sbs

SubstanceMobileNitroxenLighting.sbsar



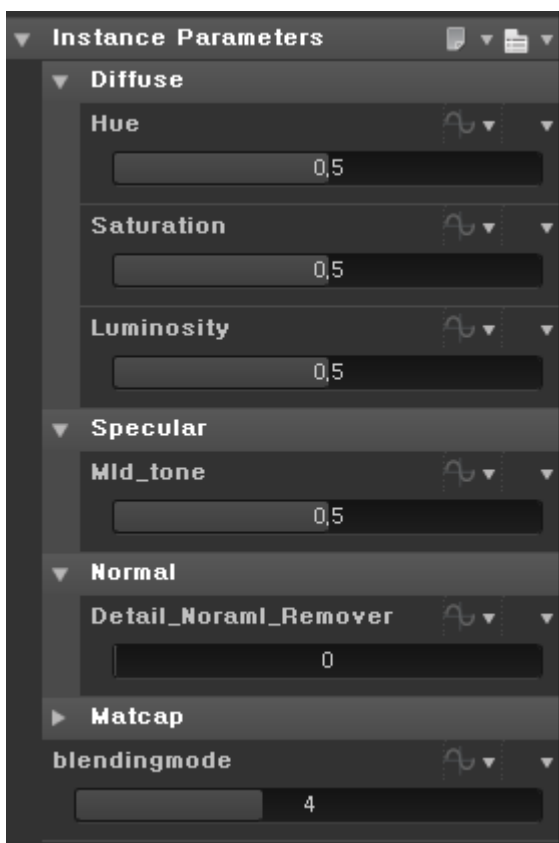
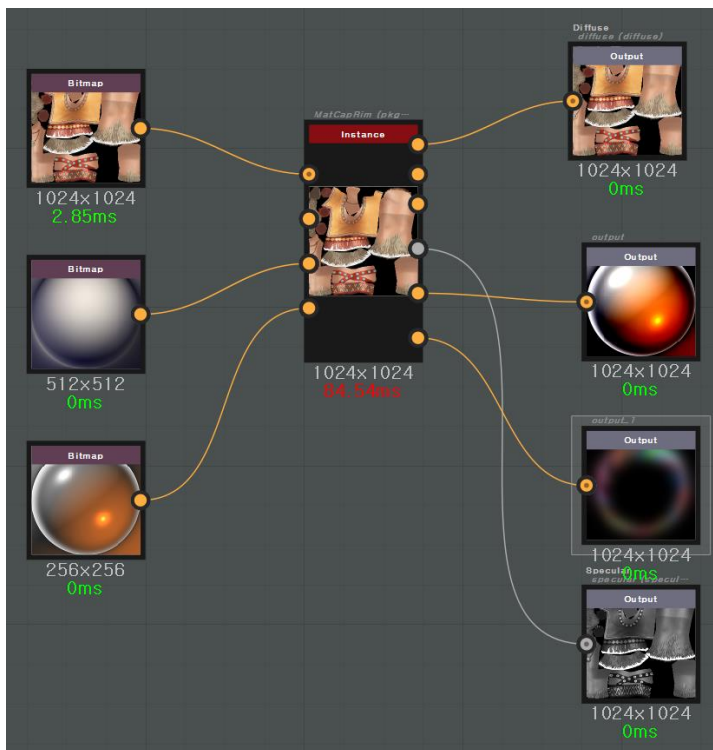
- Matcap Factor.**
Matcap lighting strength.
- Matcap Blend.**
From blending two Matcap raw texture create to final lighting texture.
- RimFactor.**
Fresnel lookup texture scale.
- Fresnel Color.**
Change texture colors.
- Fresnel Color.**
Offset Fresnel mask texture.
- Fresnel Smooth.**
More smoothy.
- Fresnel Luminosity.**
Fresnel lighting bright value changer.

STUDY FILE PACK

Substance custom node

CUSTOM SUBSTANCE MATERIALS WITH CUSTOM SHADERS.

Crazy Nitroxen Custom Matcap map creator.
All right reserves crazy nitroxen since 2014.



Diffuse.

Hue , saturation , Luminosity value controller.

Specular generator.

Automatic generation from diffuse map to specular texture.

Fresnel lookup.

Automatic generation from procedural shape based texture.

Matcap.

When you were blending used by two matcap textures you should choice blending type.

Information Movie

[Download via Dropbox]

<https://www.dropbox.com/sh/e8oyf7smxpz9ou4/AAA1ZR-V3mg05u7HG5rxrgUUa>