Character Pack: Common People v2.0

NOTE for Common People v1.0 users

BEFORE UPDATING: backwards compatibility with projects using version 1.0.0 of Common People Character Pack is not guaranteed. Do NOT update if your project is at a critical stage.

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 40 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
- 37 Mecanim humanoid animations
  - Idle, walk (forward, backwards, diagonal, strafe), run (forward, backwards, diagonal, strafe), crouch (forward, backwards, diagonal, strafe, idle), aim (5 directions),fire, reload, three jump stages (up, floating, down), two pick up animations (slow and fast), wield, throw, press a button, dance, wave, success (hooray!), two failure (bummer!) animations, yes/no gestures, shrug, conversation
  - 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

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.

Support

For support contact us at: supercyan@wearebind.com