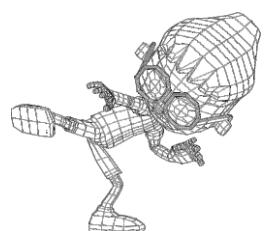
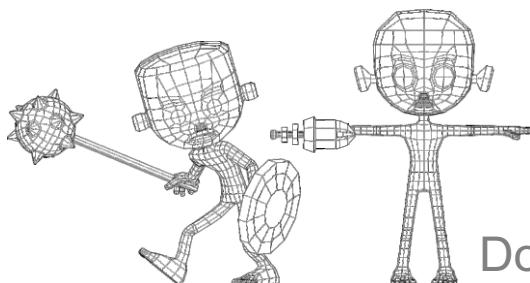


Puxxe 3D Low Poly - Characters Pack v2

45 Characters (3D - Low Poly Quad)

.FBX Models



Documentation v2.0

|-----|
1 Character Dummy (with Universal 24 Animations Shared)
|-----|

Characters **Group 1** (Normals / Humans)
|-----|



|-----|
Characters **Group 2** (Specials / Professions / Fantasy)
|-----|



|-----|
Characters Group 3 (Specials / Professions / Fantasy)
|-----|



|-----|
Characters Group 4 (Specials / Professions / Fantasy)
|-----|



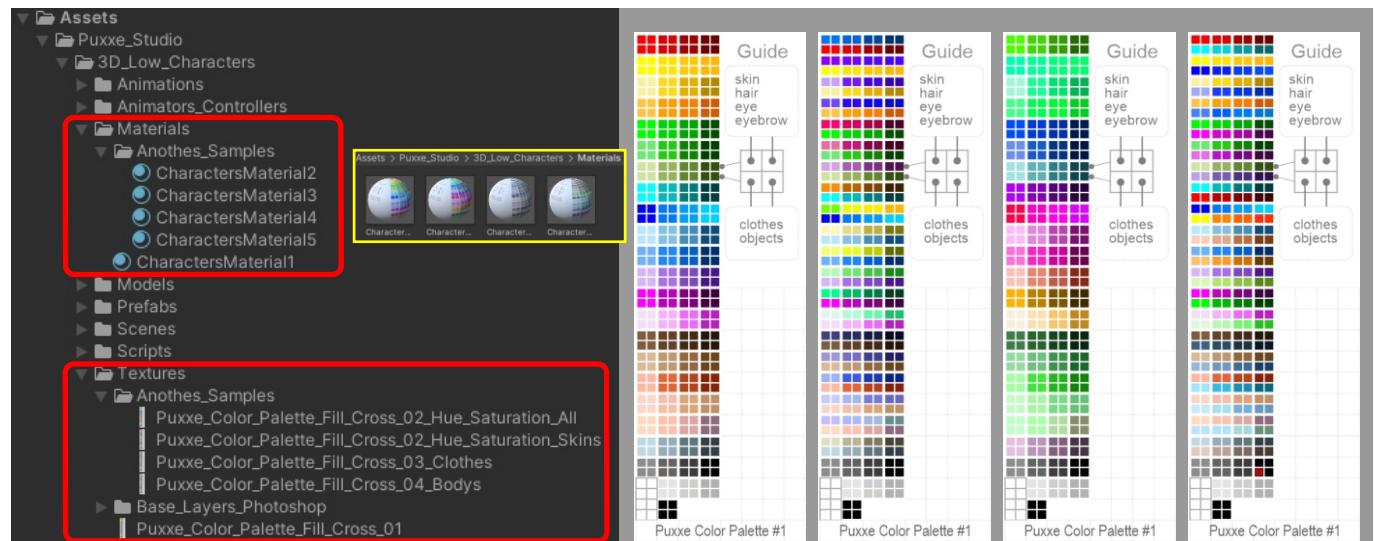
+ Extra Handler/Weapons/Objects!
(In some characters)



Change Character Colors

Duplicate and open **Puxxe_Color_Palette_Fill_Cross_01.png** in some image editor, change colors individually or all at the same time, and use in **New Material**.

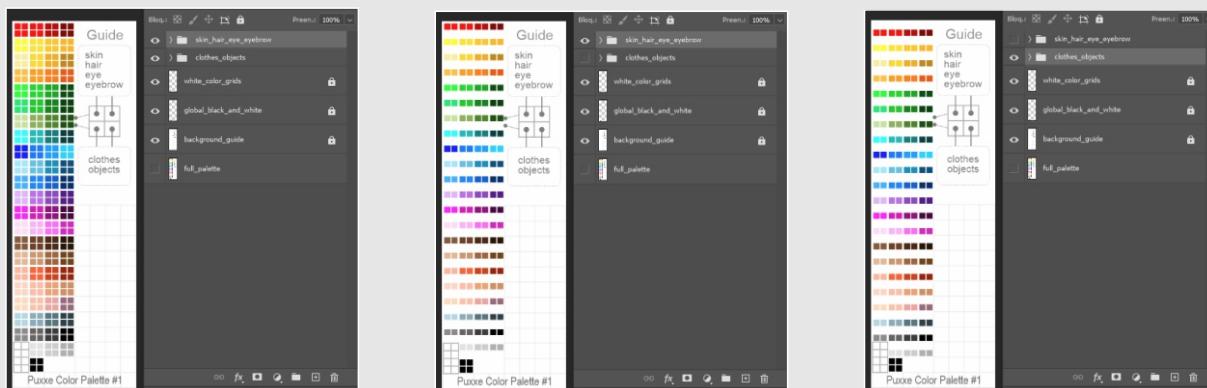
Below is an example of changing Hue and Saturation in **Photoshop** and also change Color Individually in **Paint**.



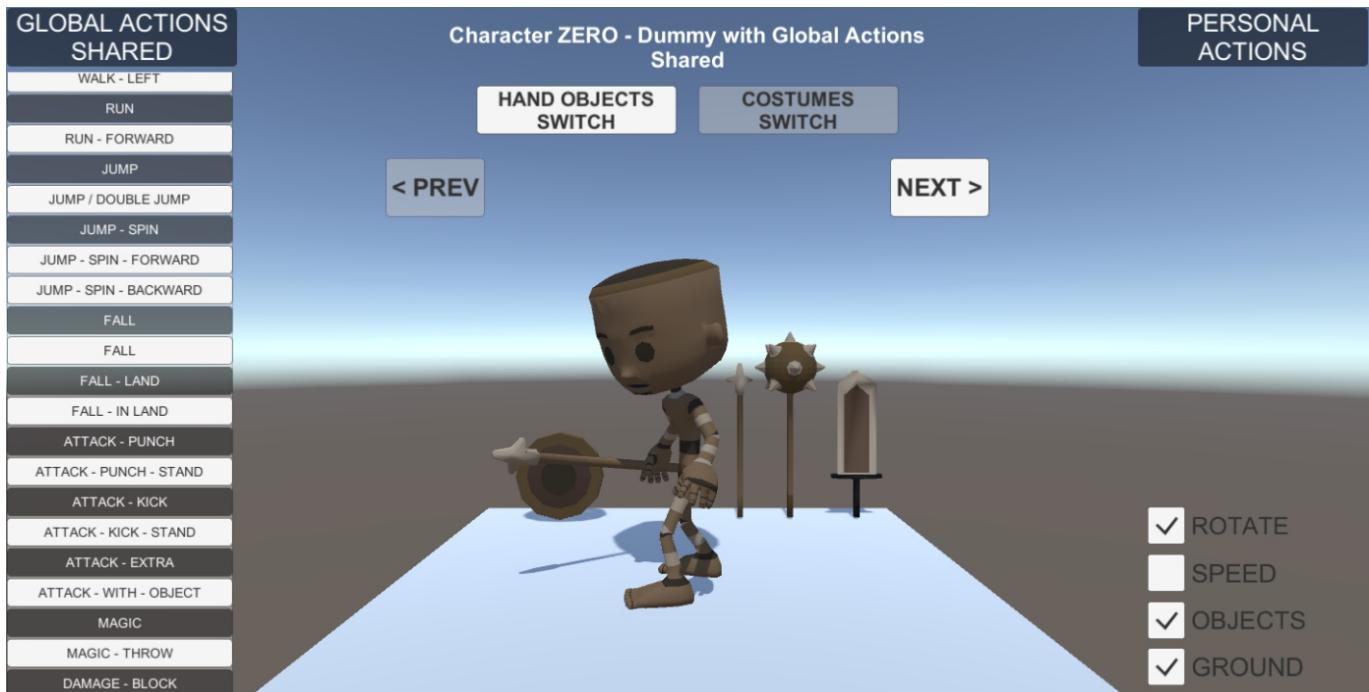
Result:

Base_Layers_Photoshop(extra help file)

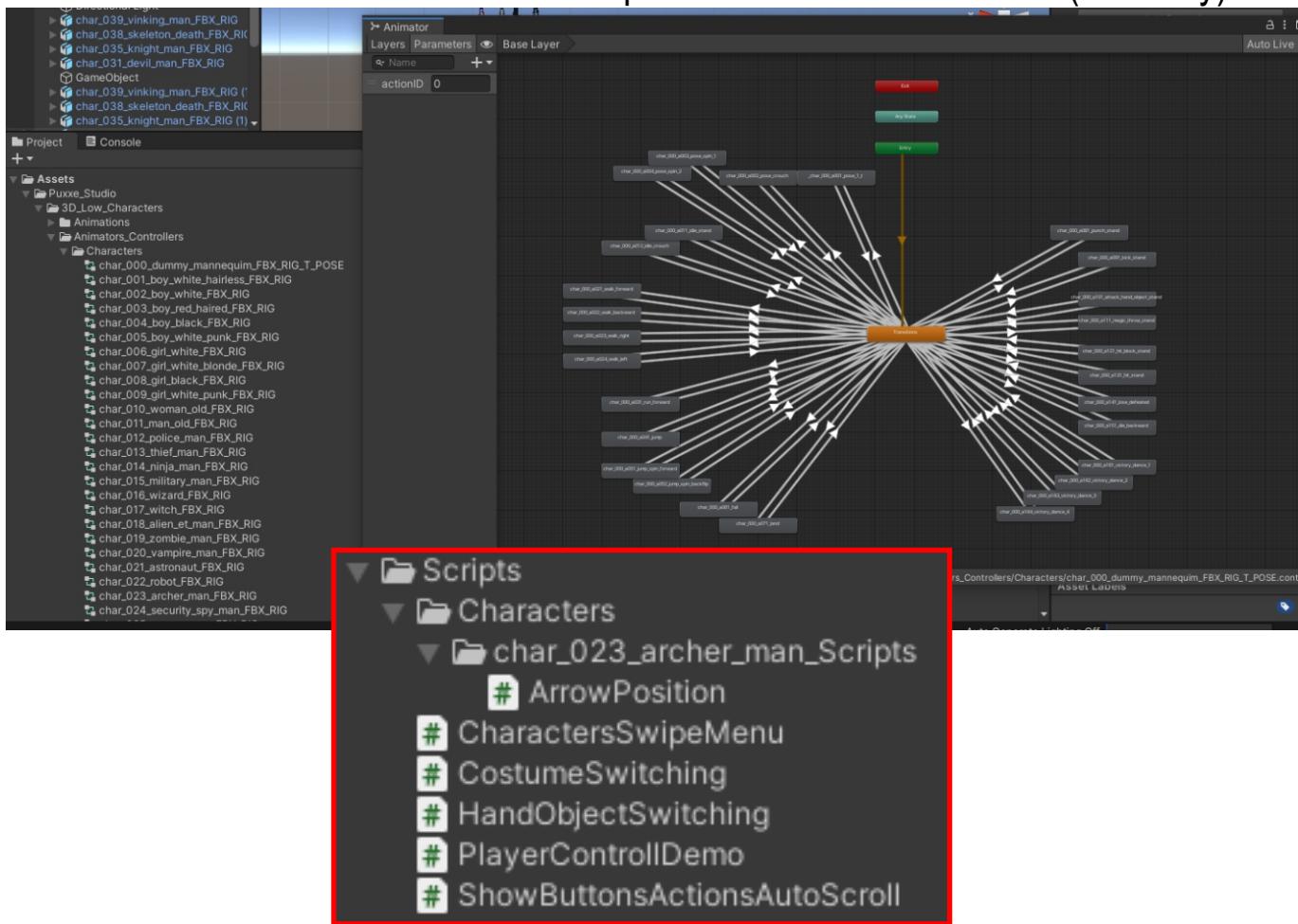
Puxxe_Color_Palette_Fill_Cross_01_PSD.psd



Animation Scene Demo (Unity)



Animations Controllers + Extra Scripts Character Control Demo(C# Unity)



Video Demo:
45 Characters (000 to 044) - 3D Low Poly - FBX Animated

<https://youtu.be/DOLVPs709X4>

Documentation v2.0