



## Character Pack: Soldiers | RTS v5.3.1

### NOTE for previous Soldiers pack users

**BEFORE UPDATING:** backwards compatibility with Unity projects using version 5.2.0 is not guaranteed, see current changelog v5.3.0 for further details. Do NOT update if your project is at a critical stage. (See full list of all changes in the "Releases" tab in the store page.)

In the current version v5.3.0 all characters and item FBX now have Y axis facing upwards and all FBX objects are scaled to X:1, Y:1, Z:1 and located, rotated to X:0, Y:0, Z:0 by default. Most of the objects are now renamed to match with other Supercyan packs. All characters have minor skinning fixes especially on hands. Character "hawk2" now has a separate model for the medic bag and the character. The medic bag is now a wearable object. The sniper rifle model has small editing done to fit better on the characters. Characters FBX version is now 2011.

### License

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### Description

Character pack consisting of two different armed forces created in an action-packed, colorful style. Contains in 8 fully textured, rigged and animated low poly character models - all mecanim humanoid compatible!

Includes over 270 high quality animations. Animator controller (state machine) and simple movement, wielding and aiming scripts included.

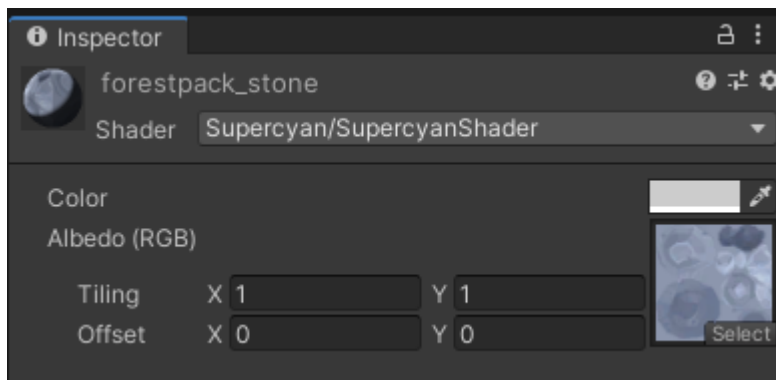
### Details

- 8 mecanim humanoid compatible character models
  - Polycount ranges from 1900 to 2600
  - Rig contains 28 bones
  - Rigs created with two bones per vertex for optimized performance
  - No transparent textures or backface-culling used
  - FBX version is 2011
- Over 200 mecanim humanoid animations
  - All animations animated 60 frames per second
  - Simple animator controller with all the animations
  - Full animation list can be found on our website  
[www.supercyanassets.com/animations](http://www.supercyanassets.com/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 aiming script and animator controller
  - High and mobile quality versions of each prefab
- 8 Appearance Objects used by the Supercyan Character Maker
- 3 Weapon objects you can attach to the characters: a rifle, a sniper rifle and a handgun.
  - 1 grenade model added as bonus on ver 5.0.0
- A new Behavior Object that will be added to all Character Packs
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 5.1.0 this shader replaces older "CelShader". HDRP and URP/LWRP are not supported.
- Older Supercyan "CelShader" shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- 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

### Supercyan Shader properties

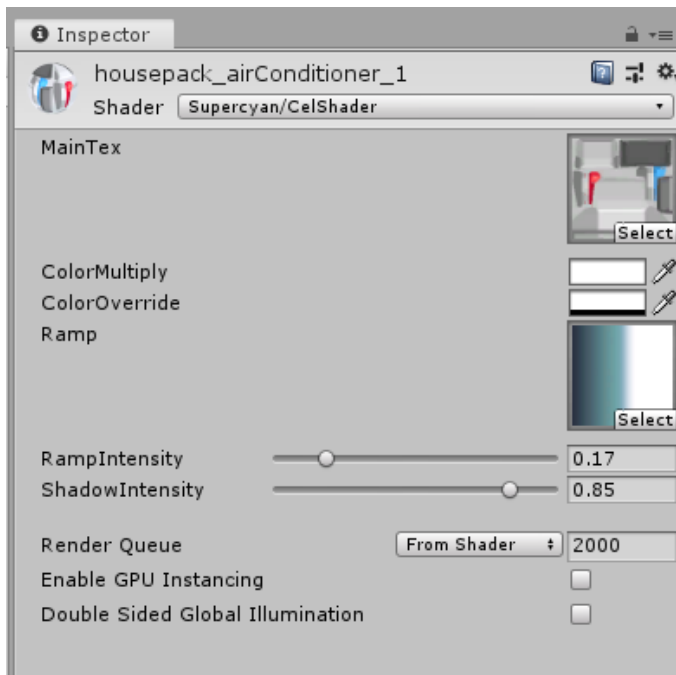


**Color** = Color the albedo texture is multiplied with (supports instancing).

**Albedo** = Albedo texture



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

You can also find us at: [twitter.com/supercyanassets](https://twitter.com/supercyanassets)

Our website: [www.supercyanassets.com](http://www.supercyanassets.com)