

Heroes – Dark Knight

www.polygonmaker.com



How to Use

Just drag the prefab from the "Samples" folder to your scene!
There are two prefabs ready to use:

- Dark Knight
- Dark Knight_mobile

Please leave a feedback at Unity asset store if you liked! This is important for us.
In case of any problem or suggestion send a e-mail to polygonmaker@gmail.com

Mesh

There are two LOD levels:

-LOD0: 3344

-LOD1: 1554

Texture

There are 2 different textures types included:

“Mobile”:

- Diffuse with painted specular and shadows
Ready to use with simple shaders

“Next gen”:

- Diffuse
- Specular
- Gloss
- Normal Map

Created in mind with PBS textures [\(Marmoset Skyshop\)](#)

Animation

Created with Unity Mecanim compatible rig

Clips	Start	End
idle	10.0	90.0
idle break 1	90.0	130.0
idle break 2	130.0	180.0
talk	200.0	300.0
jump	300.0	330.0
idle fight	350.0	400.0
taunt	410.0	450.0
attack1	450.0	480.0
attack2	480.0	510.0
empty	0.0	730.0
empty	0.0	730.0
death	600.0	630.0
walk	700.0	730.0
run	750.0	775.0

Creating new animations:

There is a .zip files at "Extra content" folder that can be used to create new animations. The characters are made using 3dsmax 2011 and the bones are made using CAT system. There are three folders in this file:

- bones: include all bones and must be exported
- helpers: helpers that don't need to be exported
- mesh: mesh to better check the animation.