README 5.1.2017



Character Pack: Free Sample v2.0

Description

Free sample character made in a colorful, fun style.

Fully textured, rigged & animated.

High quality, hand painted textures.

Animation state machine and a simple movement script included.

Includes custom shader for best asset quality!

Prefabs included, just drag 'n drop!

Details

- 1 Mecanim humanoid compatible character model
 - o Polygon count ranges from 1600 to 2000
 - o Rig contains 28 bones
 - o Rig created with two bones per vertex for optimized performance
 - o No transparent textures or backface-culling used
- 10 Mecanim humanoid animations
 - o idle, walk, backwards walk, run, backwards run, three jump stages (up, floating, down), pick up, wave
 - o All animations animated 60 frames per second
 - o Simple animator controller with all the animations

Note: Compatibility with humanoids outside Supercyan character packs not guaranteed

- Two 1024x1024 textures for the character
 - o One for body, one for head and hair
 - o Photoshop (.PSD) files with UW maps included
- Multiple materials for the character
 - o One for body, one for head and hair
 - o High and mobile quality versions of each material
- Multiple prefabs of the character
 - o Basic prefab
 - o Prefab with simple movement script and animator controller
 - o High and mobile quality versions of each prefab
- Test scene featuring the character and animations
- Pack uses a custom made Supercyan "CelShader" shader in the asset.

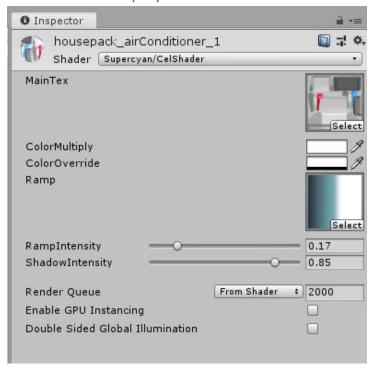
Mobile friendly

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 characters.

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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: supercyan@wearebind.com