



Character Pack: Common People v1.0

Description

Character pack of common people made in a colorful, fun style.

Character models are fully textured, rigged & animated.

High quality, hand painted textures on all characters.

Animation state machine and a simple movement script included.

Prefabs of each character, just drag 'n drop!

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
- 21 Mecanim humanoid animations
 - idle, walk, backwards walk, run, backwards run, three jump stages (up, floating, down), two pick up animations (slow and fast), throw, press a button, dance, wave, success (hooray!), two failure (bummer!) animations, yes gesture, no gesture, shrug and 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
- 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