Overview

The Archer Bow and Arrow Cover Animations Pack is a comprehensive collection of 92 animations designed for Unity game development. This asset is perfect for creating immersive and authentic games, bringing your characters to life with fluid and realistic movements.

Features

- **92 Unique Animations**: Dive into a diverse set of animations covering a wide range of archer actions, including walking, running, shooting, reloading, and more.

- **Versatile Usage**: Whether you are developing a strategy game, third-person adventure, or an open-world game, these animations are versatile and easy to integrate into various game genres.

- **Humanoid Rig Compatibility**: The animations are compatible with Unity's humanoid rig system, making it easy to use with a wide range of character models available on the Unity Asset Store.

Animation List

The pack includes animations for various archer actions, such as:

- Walking and Running
- Moving in full and halfcover
- Shooting with Various movement
- Drawing Arrow from Hip
- Equipping and Unequipping Bow
- Idle Poses
- Crouch and Prone Movements
- Dodge Roll
- Vault over
- Drawing Arrow from back animation added in Update 1.1

How to Use

1. Import the Archer Bow and Arrow Cover Animations Pack into your Unity project.

2. Drag and drop the provided Animator Controller onto your character model.

3. Customize animations and transitions as needed.

4. Integrate the animations into your game logic using Unity's scripting system.

Note

1. All Animations were made for Synty's Polygon Series Characters. However, all Animations are compatible with most Humanoid rig Assets available on Unity's Asset Store.

Support

For any questions, issues, or feedback, please contact our support team at yashmakesgames@gmail.com.

License

This Unity asset is provided under the Unity Asset Store EULA. Please review the terms and conditions for usage rights and restrictions.

Thank you for choosing the Archer Bow and Arrow Cover Animations Pack! We hope it enhances your game development experience.