Racing Driver ANIMATIONS

PUROPORO's Unity Assets
CASUAL GO-KARTING SERIES

📖 **PUROPORO**

PUROPORO

For support or more information, please visit

www.puroporo.com

Introduction

Pre-made animation clips for a casual racing driver. Animations are divided into two main categories: driving and standing.

Animation clips during the drive

Idle	Waving (L/R)	Celebrating 001
Turning (Left/Right)	Showing Fist (L/R)	Celebrating 002
Acceleration	Looking Behind (L/R)	Disappointed 001
Braking	Hold Item (L/R)	Disappointed 002
Stunned	Drop Item (L/R)	Disappointed 003

Animation clips while standing

Idle 001	Clapping 001	Celebrating 001
Idle 002	Clapping 002	Celebrating 002
Idle 003	Waving 001 (L/R)	Disappointed 001
Jump In		Disappointed 002
Jump Out		

Technical details

Animations Details

- Animation type: Humanoid
- Avatar masks and mirroring enabled
- Pose and looping animation clips included
- Two main categories: driving and standing
- Made with Blender
- Animation clips can also be used for other characters based on the humanoid rig

Naming - Prefix & Suffix

The assets in the package are named as follows:

Prefix_AssetName_Suffix_Variant.FileFormat
Example: T_StylizedGrass_AO_Dark.png

More information about prefixes and suffixes can be found in the table below.

Asset Type	Prefix	Suffix
Animation Clip	A_	
Animator Controller	AC_	
Avatar Mask	AM_	
Material	M_	_*
Skeletal/Rigged Mesh (for Skinned Mesh Renderer)	SK_	_LOD
Skeleton/Armature	SKEL_	
Skeleton Bone	BONE_	
Texture (Diffuse/Albedo/Base Color)	T_	_D_Variant

* HDRP, URP, or Built-In

🌐 **PUROPORO**

For support or more
information, please visit

www.puroporo.com

Changelog

2022.07.07

- First release
- **INCLUDES:** 21 x animation clips in the driving category
- **INCLUDES:** 13 x animation clips in the standing category
- **INCLUDES:** A pre-made Animator Controller for the racing driver, includes, among other things, the driving animation implemented with Blend Tree.