Character Pack: Free Sample v3.0.0

Description

Character Pack: Free sample is a Unity prefab ready character made in a colorful, fun style! Unity pack contains one fully textured, rigged and animated low poly male character and several 7th anniversary objects. This free pack also comes with 11 high quality custom made animations!

The character has an animator controller (state machine) and a simple movement script. Multiple prefabs of the character: Basic prefab, prefab with simple movement script and one with an animator controller. High and mobile quality versions of each prefab, just drag 'n drop!

A test scene featuring the character, objects and animations also come with the pack.

The anniversary version 2.3.0 adds a backpack, a party hat, a gift box, and a balloon. The party props share four textures for different color variations. Also a victory animation is included. A simple accessory system has been added with this update to make the party hat and backpack wearable by the character.
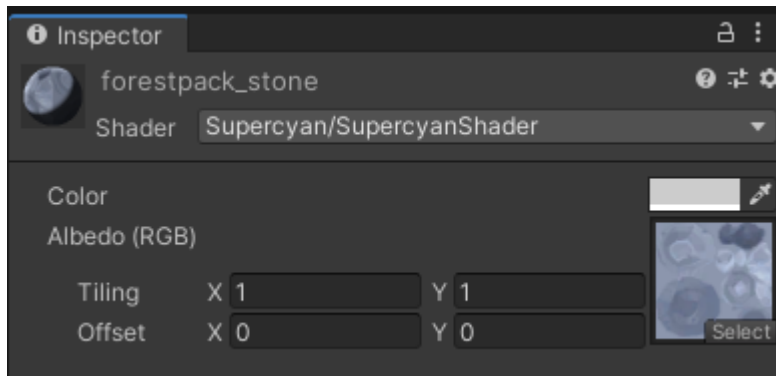
Details

- 1 Mecanim humanoid compatible character model
  - Character polycount is 1528 tris and 807 verts
  - Rig contains 28 bones
  - Rig created with two bones per vertex for optimized performance
  - No transparent textures or backface-culling used
  - Character FBX version is 2011
- 11 Mecanim humanoid animations
  - idle, walk, backwards walk, run, backwards run, three jump stages (up, floating, down), pick up, wave, victory
  - 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 the character
  - One for body, one for head and hair
  - Photoshop (.PSD) files with UW maps included
- Multiple materials for the character
  - One for body, one for head and hair
  - High and mobile quality versions of each material
- Multiple prefabs of the character
  - Basic prefab
  - Prefab with simple movement script and animator controller
  - High and mobile quality versions of each prefab
- Three stationary props: a gift box, a balloon, and a party hat sitting on the ground
  - Four shared textures of different colors
- Two wearable props: a backpack and a party hat
  - A single texture for the backpack and four for the party hat
  - A simple accessory wear logic included
- A test scene featuring the character, animations, and party props
- A custom made shader "SupercyanShader" can be found in the **Shaders** folder.

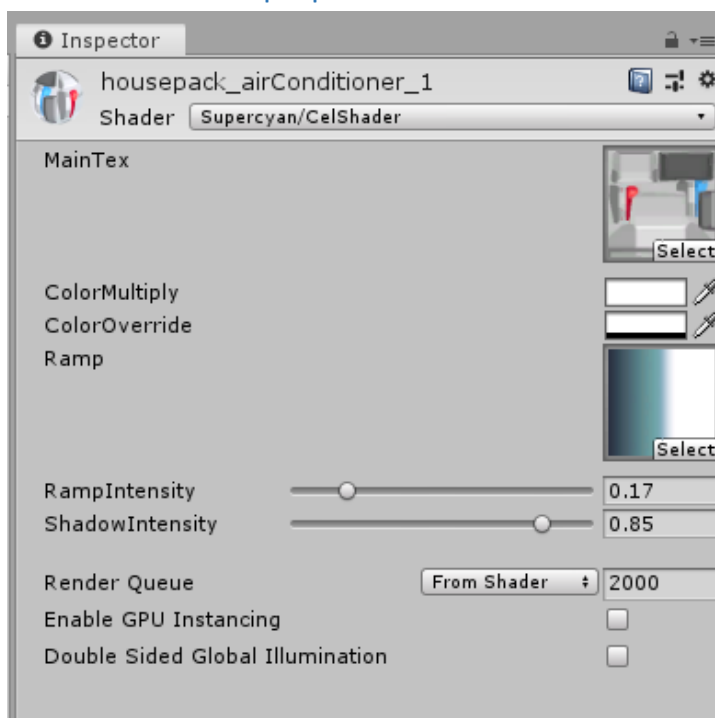- Older Supercyan "CelShader" can be found in the folder **Shaders/Legacy**.

Supercyan Shader properties

Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture

Legacy 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 via email: supercyan@wearebind.com

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com