



1. Introduction

LowPoly Strategy Prototyper contains 90+ ready-to-use elements to **Build** or **prototype** your own **Low Poly Styled** game.

This asset has been optimized to work really fast on mobile devices.

Update 2.0 Introduce to you new sample map made using Unity5 with new Lighting System. New animations. Example prefabs with ready-made character controllers using mecanim system (based on standard build-in character controller.). Improved quality and speed of all assets.

Update 1.1 Introduce to you 21 Humanoid Animations Clips made using Mecanim System.
More Information on Forum

*If you don't believe **try it yourself** using Web Player demo. All that you see is in that package**

[Low Poly Web Player Demo](#) | [Video Trailer](#) | [Characters Animations](#) | [New Map Video](#)

Each model has 50-300 triangles. You will also get **six sample maps** and one scene with preview of all elements. Additionally, we incorporated a **Geometry FX Particles demo preview** in this asset for you so you can now create all those amazing weather effects !

All screenshots were made in Unity editor and that's how it is going to look like in Unity and on your mobile.

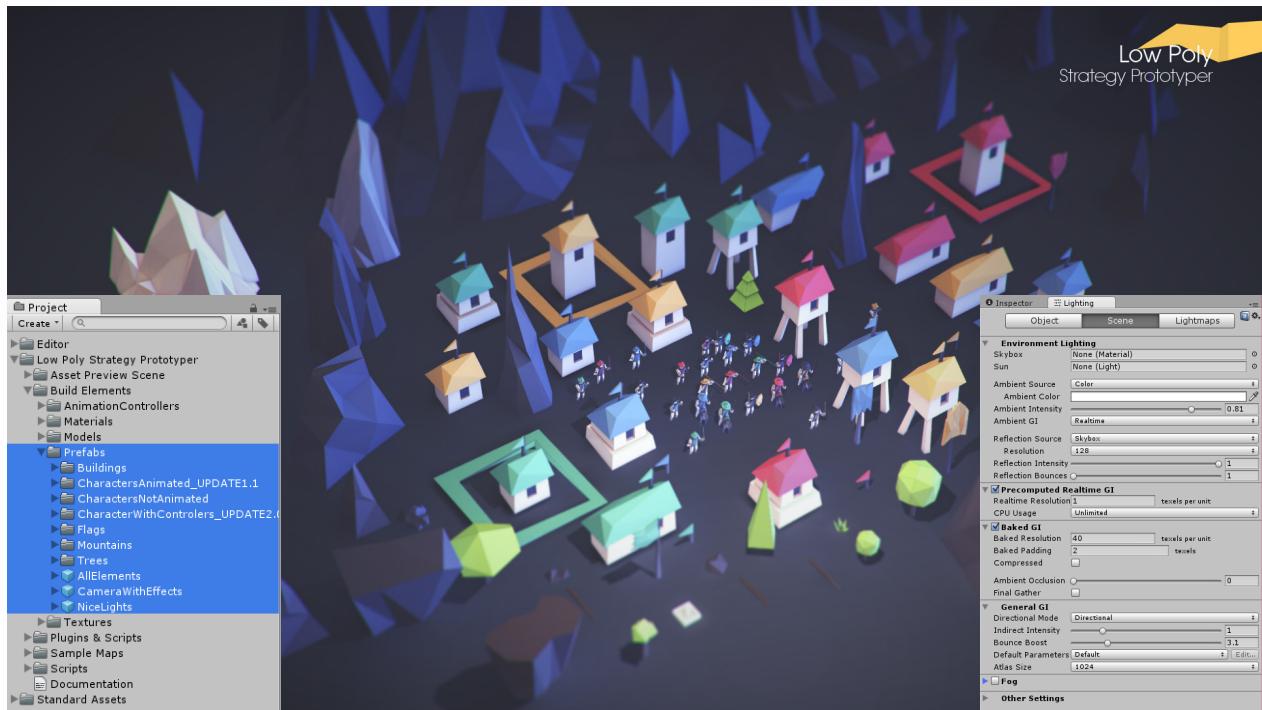
All elements are **correctly prepared for the Unity engine** - each element is made as a prefab with correct coordinates, scale and physics colliders. Just drag and drop and **build your dream game or prototype** for your first game made in Unity. We also gave you some HD textures with 2048 px resolution.

This asset comes with elements such as: Buildings, four fractions (each a different color), six types of characters, unique fraction elements, mountains, trees, mecanim animations, sample maps, ready-made effects.

2. Environment Elements

LowPoly Strategy Prototyper contains 90+ ready-to-use elements to **Build or prototype** your own **Low Poly Styled game**.

All models are made into the prefabs. Just drag-n-drop and use them in your scene. Also in prefab folder we added few very useful prefabs like Camera with Effects and Nice Lights to give your scene better results. Of course if you thinking how we achive this stunning scene lighting you can check lighting tab settings in screenshot below.



3. Animations

Inside our asset you can also find 21 Humanoid Animations Clips. Just drag-n-drop ready made prefabs with animated characters. Change the animator default states, blend in any way you want. Apply rootmotion if you want your character run in character controller plugins.

List of animations

Run OneHanded
Walk OneHanded
Idle OneHanded

Attack Sword
Attack Leader
Attack Lance

Run TwoHanded
Walk TwoHanded
Idle TwoHanded

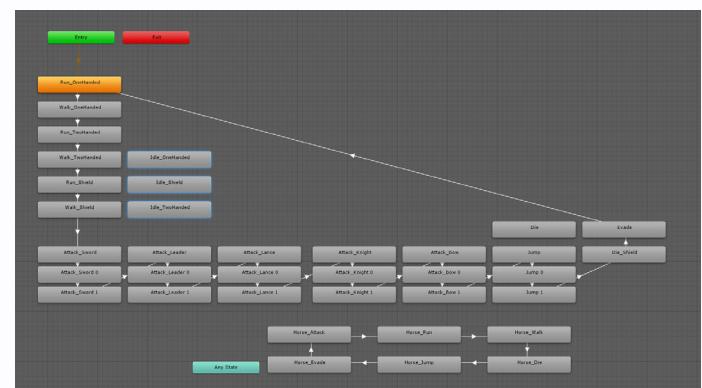
Attack Knight
Attack Bow

Run TwoHandedwithShield
Walk TwoHandedwithShield
Idle TwoHandedwithShield

Jump
Evade

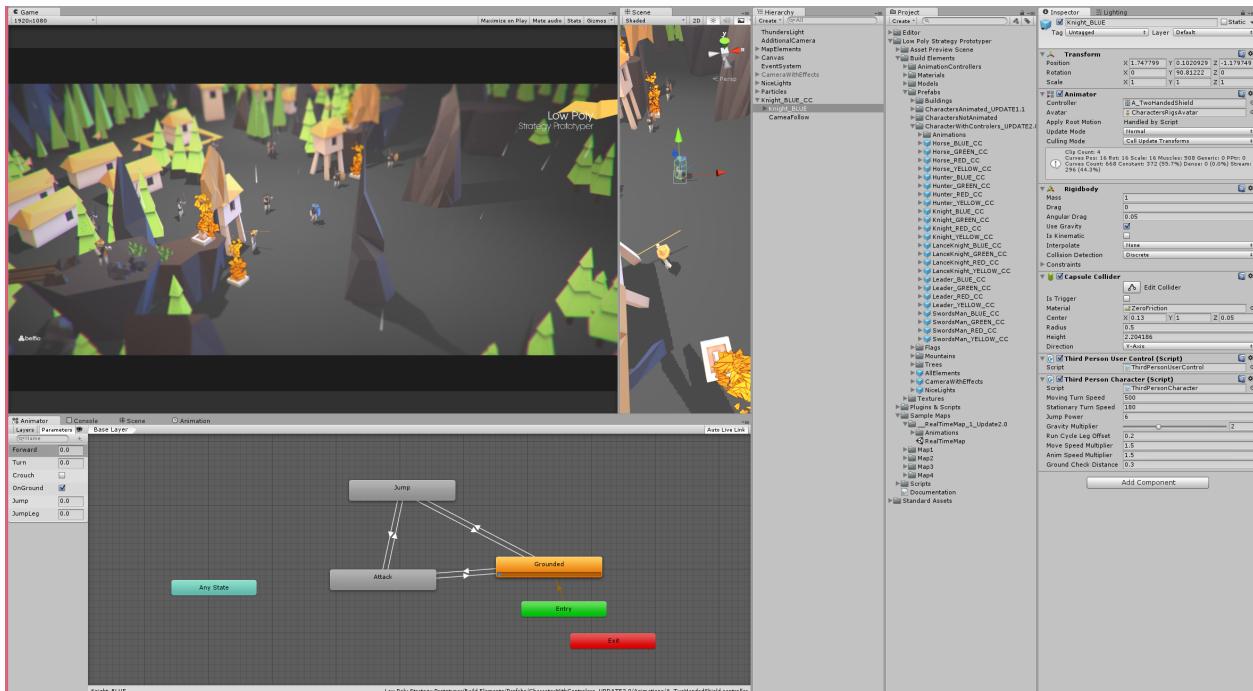
Run Horse
Walk Horse
Idle Horse

Attack Horse
Die Horse
Jump Horse
Evade Horse



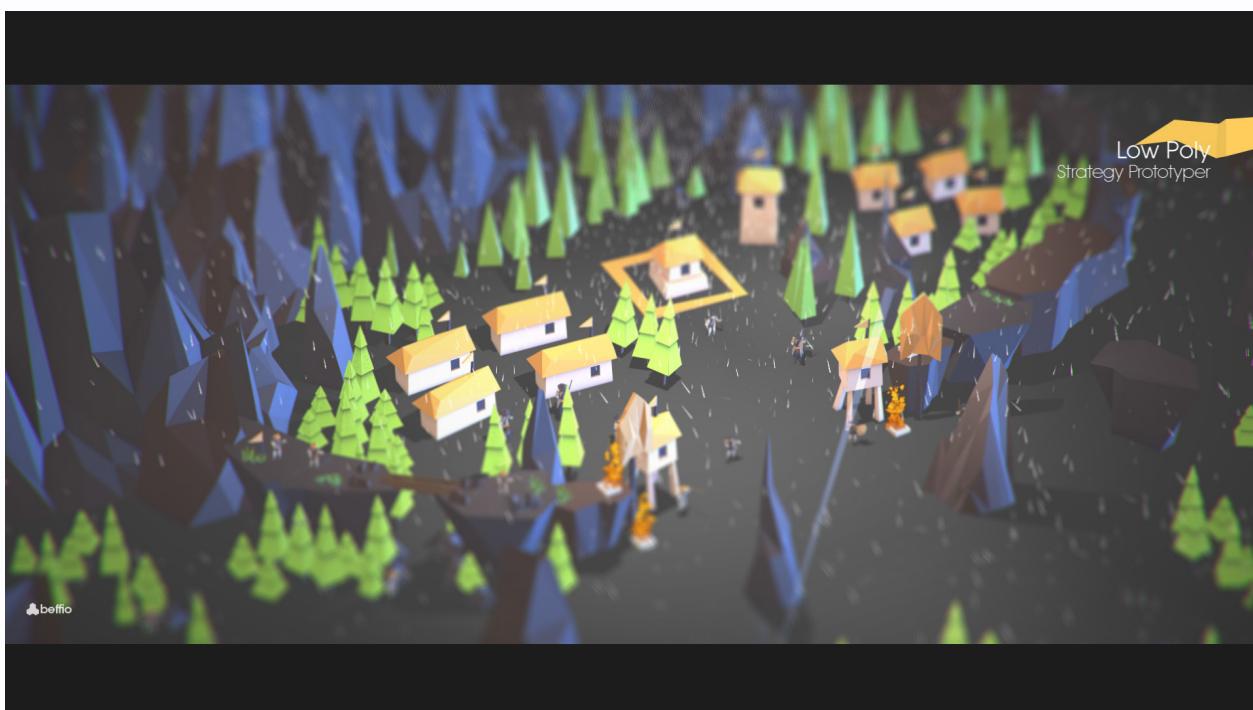
4. Character Controller

Inside prefabs folder we create Animated Characters prefabs with Character Controllers. They are created using build-in standard package character controller. Each prefab comes also with ready-made camera with camera follow script. We integrate our animations in animator (created blend trees). If you will look into the screenshot below there are three states with transitions: Grounded (Run and Idle Blend Tree), Jump, Attack. Use WASD keys to run. Shift to walk. Space to jump and left mouse button to attack. In character script you got also options to change values for moving speed , jump power and other options that you can see on screenshot.



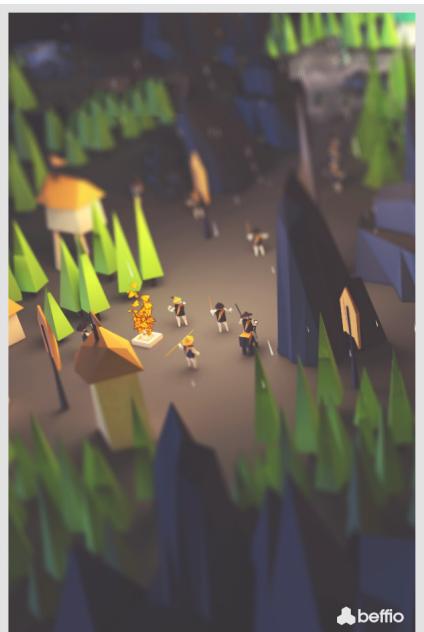
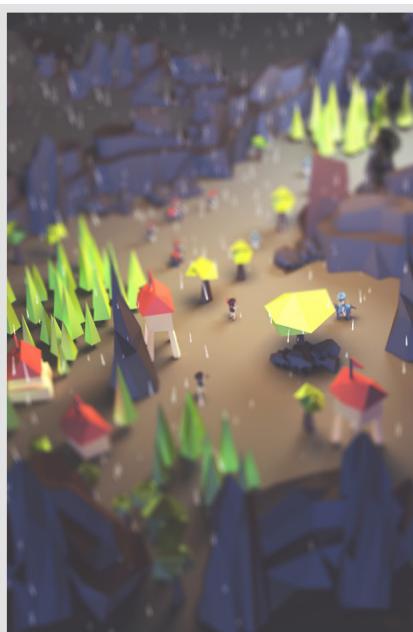
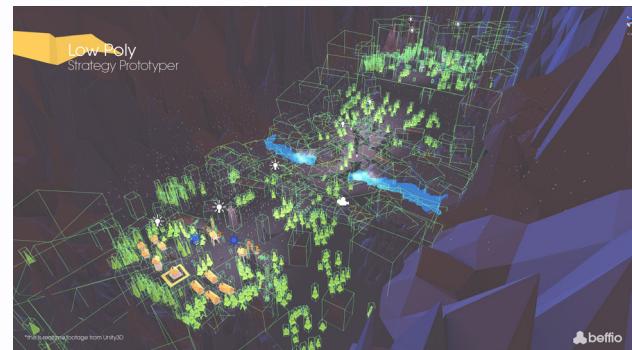
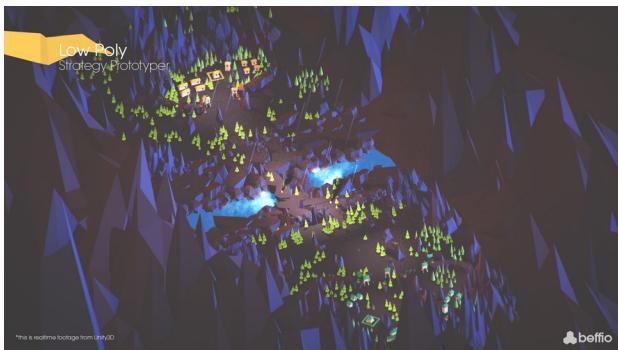
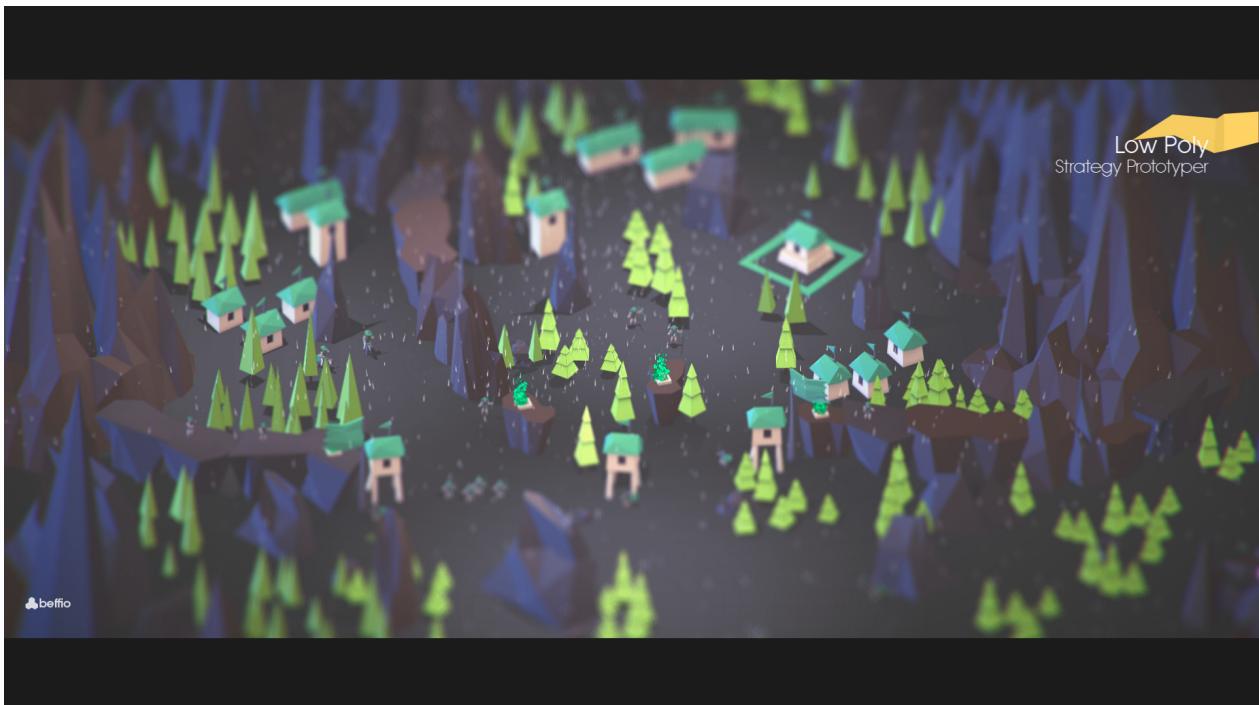
5. Particles effects

We also provide you with demo of our Geometry FX Particles asset. We added 10 particles prefabs like: Triangle Rain, Triangle Smoke, Thunders with Light sparkles, Fraction Triangles, Fire, Snow Storm and other. Below you can see rain in action and fraction orange snitches.

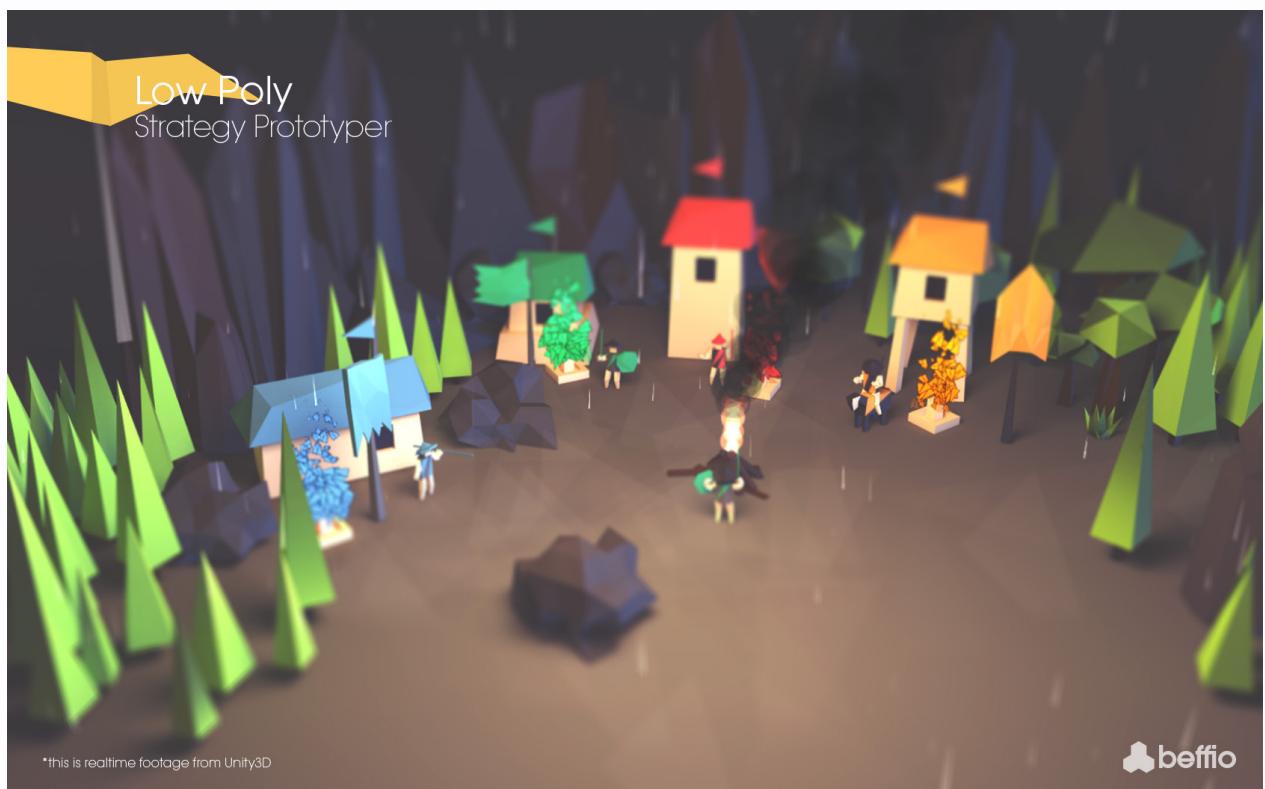
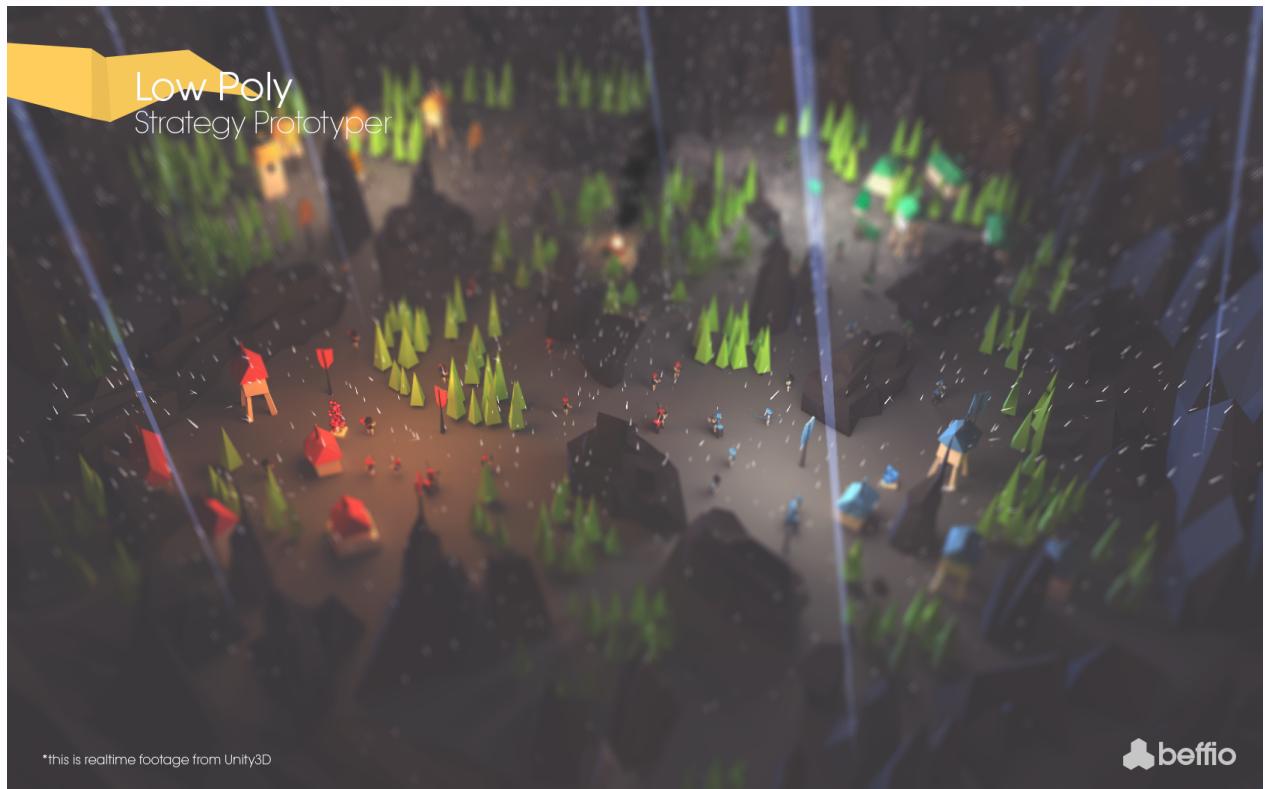


6. Maps

We created 7 Sample Maps to show you full potential of Low Poly Strategy Prototyper Elements. Also in Update 2.0 we added new Map that show you amazing Unity5 Lighting System. All Lights in the scene are fully dynamically.







8. Active Development & Support

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9. Our Other Unity3D Assets

