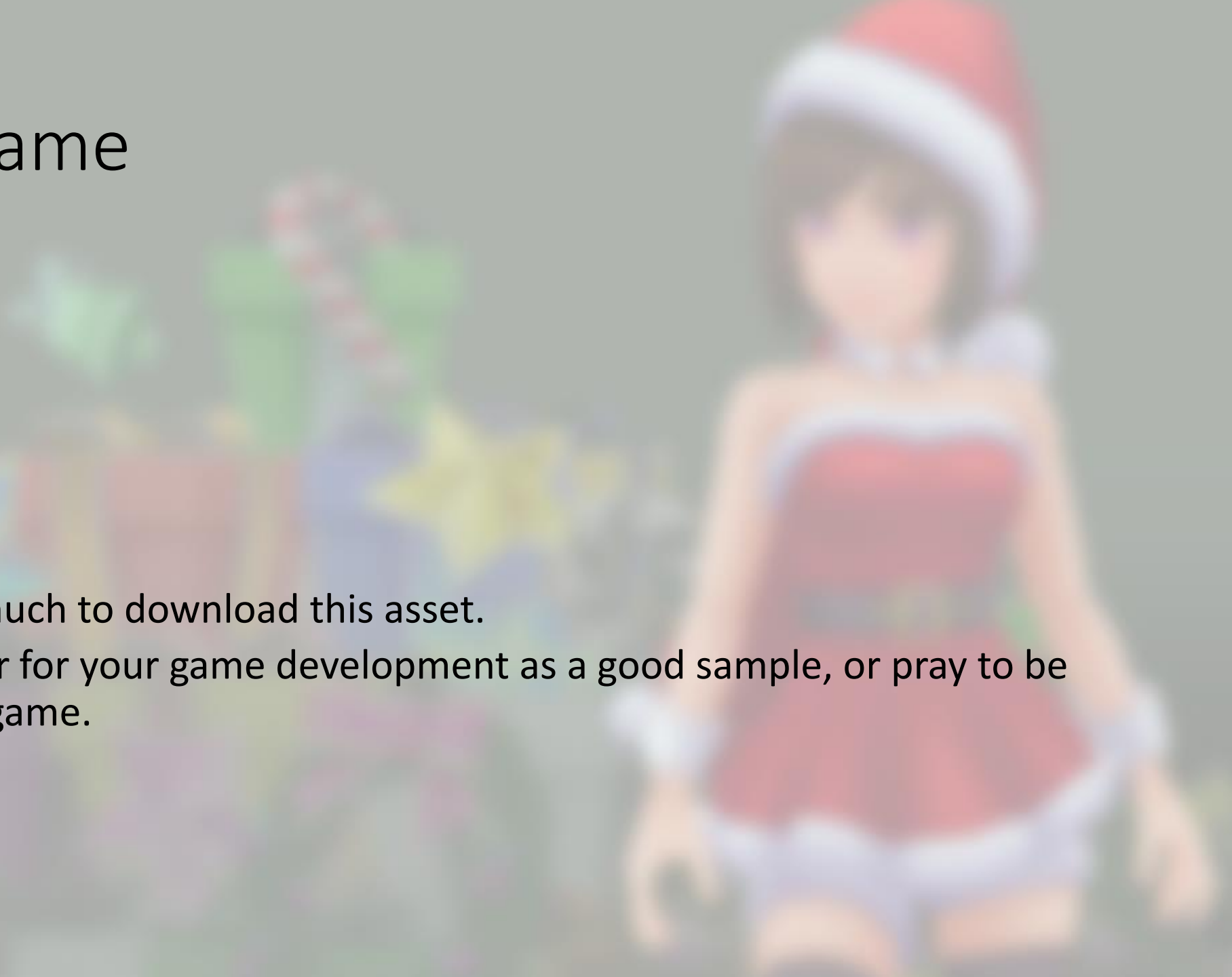# Lady Santa

document

■ Asset name

Lady Santa

■ At first

Thank you very much to download this asset.

I pray this character for your game development as a good sample, or pray to be used in the actual game.

Thank you:)

■ About 3D Model

About Character Model :

santaGirl_00

      high : 5825 Tris , 4440 verts , 55 Joint

      low : 2985 Tris , 2546 verts , 37 Joint

      SD : 2915 Tris , 2486 verts , 32 Joint

      (texture : 1024 x 1024. 7 color pattern)

santaGirl_01

      high : 5677 Tris , 4263 verts , 46 Joint

      low : 2997 Tris , 2544 verts , 28 Joint

      SD : 2973 Tris , 2546 verts , 25 Joint

      (texture : 1024 x 1024. 7 color pattern)

santaGirl_02

      high : 5840 Tris , 4499 verts , 46 Joint

      low : 3126 Tris , 2580 verts , 28 Joint

      SD : 3122 Tris , 2589 verts , 25 Joint

      (texture : 1024 x 1024. 7 color pattern)

■ About 3D Model

santaGirl_03

high : 5833 Tris , 4447 verts , 44 Joint

low : 3173 Tris , 2660 verts , 26 Joint

SD : 3169 Tris , 2699 verts , 23 Joint

(texture : 1024 x 1024. 7 color pattern)

About Item model :

item_00_box : 398 Tris , 434 verts

texture : 128 x 128. 8 color pattern

item_01_star : 60 Tris , 112 verts

texture : 128 x 64. 8 color pattern

item_02_wreath : 962 Tris , 1232 verts

texture : 128 x 128. 6 color pattern

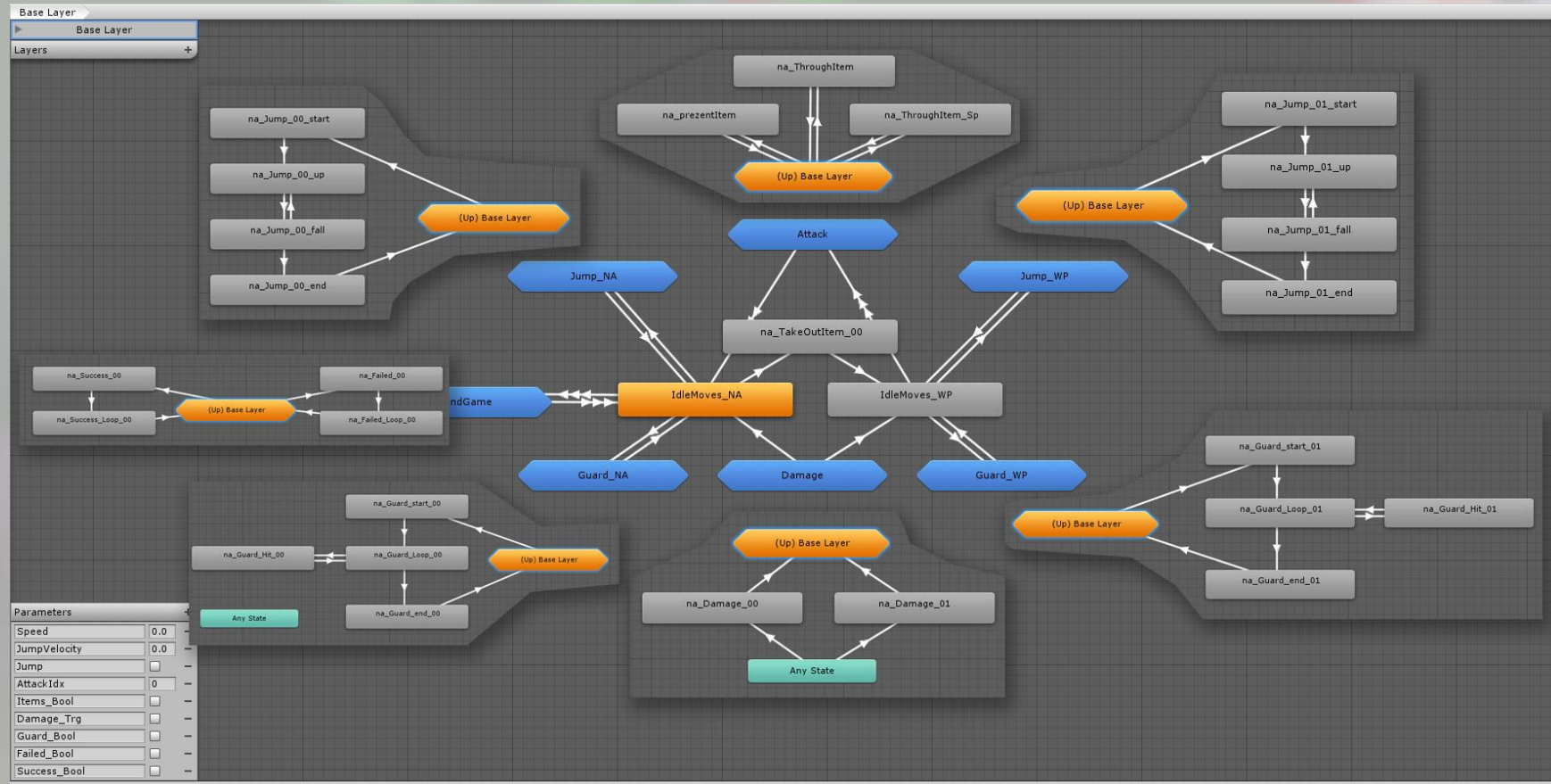item_03_bell : 492 Tris , 448 verts

texture : 128 x 128. 7 color pattern

item_04_candyCane : 188 Tris , 124 verts

texture : 64 x 128. 6 color pattern

■ Animation

20+ animations.(mecanim humanoid)
sample animator controller included.

■ About Demo scene

viewer mode - you can see the model and the animation one by one.

Interactive mode - you can check it feels like play games.

Animator controller contains two types for viewer mode, Interactive mode.

some animations have event for demoscene control.

when jump : SantaAnimatorControl.js >> SetJump()

na_Jump_00_up, na_Jump_01_up

Timing for pick up items : SantaAnimatorControl.js >> InstanceItem()
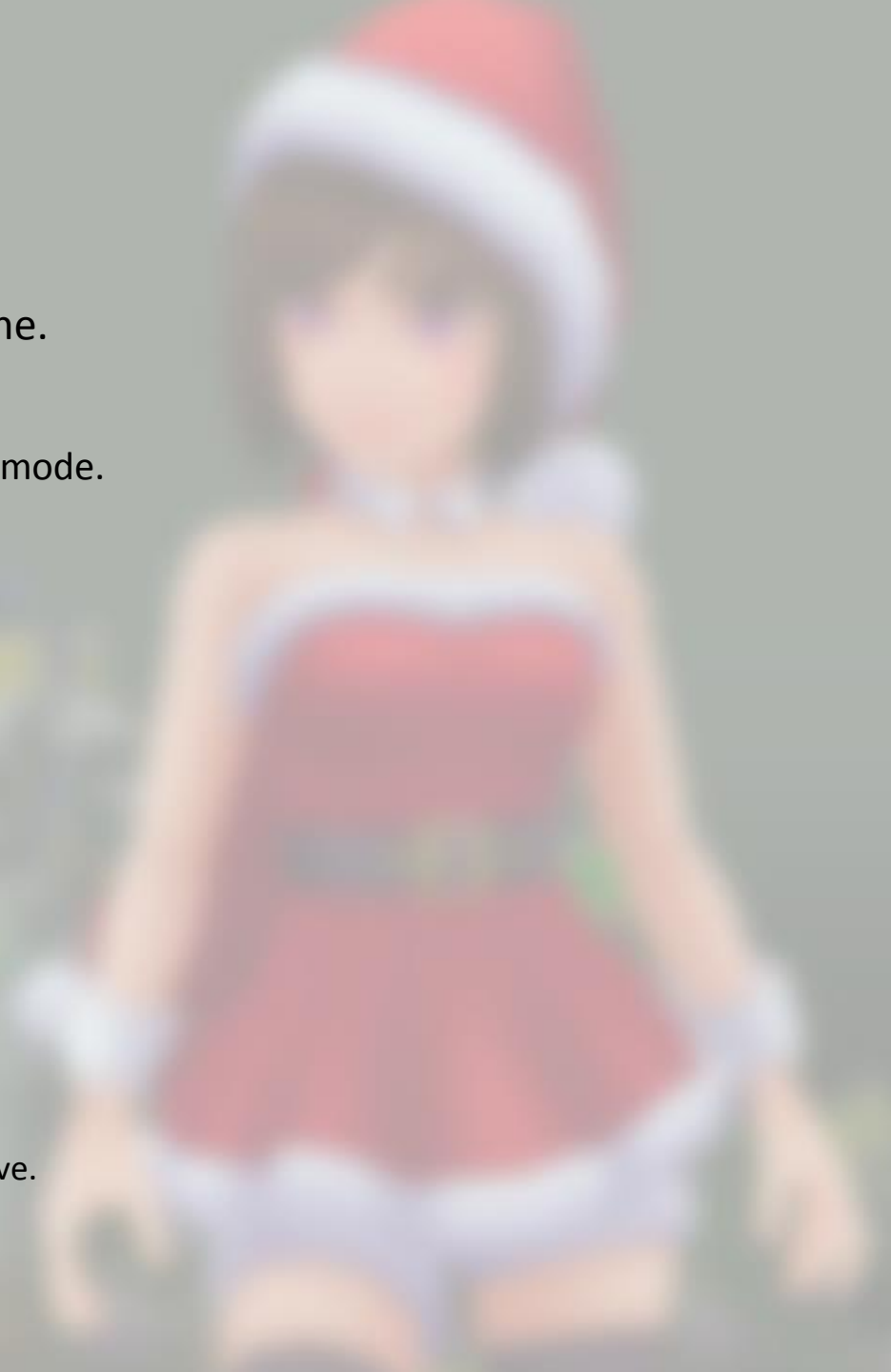
na_TakeOutItem_00

Through items : SantaAnimatorControl.js >> ThroughItem()

na_ThroughItem, na_ThroughItem_Sp, na_prezentItem

About movement

In demoscene, while in ground, apply root motion for movement.

but while in the air during a jump, position controled through the script to move.

■ Support

If you have any question or comment,

E-mail : trhunter@naver.com
twitter : https://twitter.com/0z_TM