Character Pack: Common People 2 v1.0.0

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Description

Like the first Common People pack, Common People 2 pack continues to help you populate your scene with more people and accessories done in a colorfully fresh style! This pack contains 4 female and 4 male characters with each having at least 8 different texture variants. This pack also contains various bags, hats, glasses and a mobile phone. All characters are rigged, animated and mecanim humanoid compatible. Additional accessories are all wearable.

Like all Supercyan character packs, this pack includes over 310 high quality animations. Pack has two animator controllers (state machines), one for simple movement and one for more advanced movement, wielding and aiming.

Common People 2 is a stand-alone pack and does not require prior Common People release to work. However this pack has been designed to work and fit with the prior release and other Supercyan packs like House Pack: Furniture.

Details

- 8 Mecanim humanoid compatible character models
  - Characters average vertex count is about 2184 and triangle count is about 4182
  - Rig contains 28 bones
  - Rigs created with four bones per vertex for optimized performance
  - No transparent textures or backface-culling used in characters
  - FBX version 2011
- 14 Additional items which can be used as wearable items
  - Additional items average vertex count is about 455 and triangle count about 868
  - Glasses, that have lenses, have optional transparency in the lens part (as multi-sub material)
  - Glasses have "no lens" versions with no lens model in them
  - FBX version 2011
- Over 310 mecanim humanoid animations
  - Full animation list can be found on our website **www.supercyanassets.com/animations**
  - All animations animated 60 frames per second
  - Simple animator controller with all the animations
 - *Note: Compatibility with humanoids outside Supercyan character packs not*

guaranteed
- Ten 1024x1024 textures for each character
  - Eight for body, two for head and hair
  - Photoshop (.PSD) files with UW maps included
- One 1024x1024 texture for each additional item
  - All 6 glasses share one 1024x1024 texture atlas
- Multiple materials for each character
  - Eight for body, two for head and hair
  - High and mobile quality versions of each material
- Multiple prefabs of each character
  - Basic prefab
  - Prefab with simple movement script and animator controller
  - High and mobile quality versions of each prefab
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials.
- Older Supercyan "CelShader" can be found in the folder **supercyan/legacy/celshader**.
- The Supercyan Character Maker tool can be found under **Tools/Supercyan** on the toolbar tab.

Additional objects in detail

- 6 eyeglasses (1 texture atlas for all 6 models)
- 2 beanies (beanie 1 has 1 texture, beanie 2 has 2 textures)
- 1 cap (1 texture)
- 2 summer hats (summer hat 1 has 1 texture, summer hat 2 has 2 textures)
- 1 backpack (3 textures)
- 1 shoulder bag (2 textures)
- 1 sports bag (1 texture)
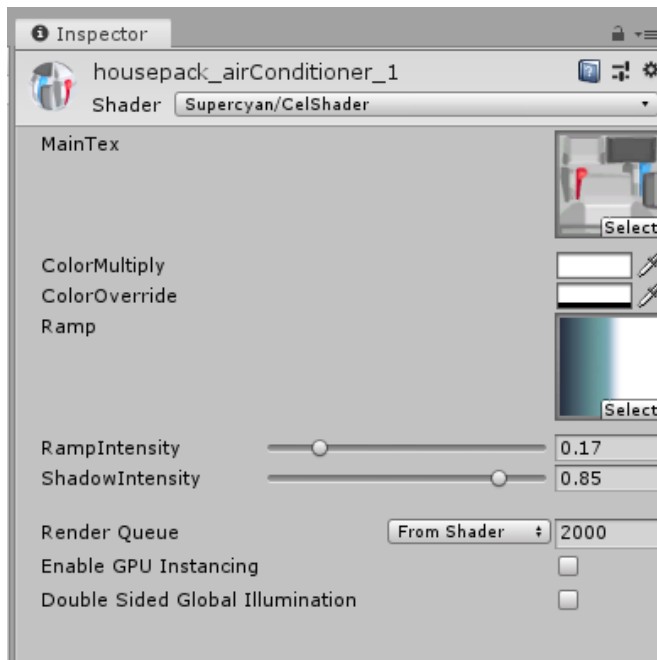- 1 mobile phone (3 textures)

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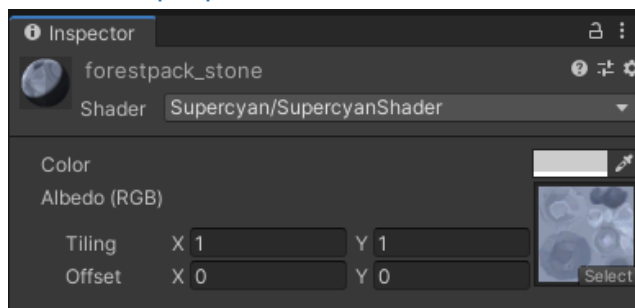
Color = Color the albedo texture is multiplied with (supports instancing).

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