Character Pack: Common People v6.3.2

NOTE for previous Common People pack older version users

BEFORE UPDATING: backwards compatibility with Unity projects using version 6.2.0 is not guaranteed, see current changelog v.6.3.0 for further details. Do NOT update if your project is at a critical stage. (See full list of all changes in the "Releases" tab in the store page.)

In version v6.3.0 all characters and item FBX now have Y axis facing upwards and all FBX objects are scaled to X:1, Y:1, Z:1 and located, rotated to X:0, Y:0, Z:0 by default. Most of the objects are now renamed to match with other Supercyan packs. All characters have minor skinning fixes especially on hands. Characters FBX version is now 2011.

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Description

Character pack of common people made in a colorful, fun style. Contains 4 female and 4 male fully textured, rigged and animated low poly character models - all mecanim humanoid compatible.

Like all Supercyan character packs, this pack includes over 310 high quality animations. Animator controller (state machine) and simple movement, wielding, item holding, accessory attachments (e.g. back bags) and aiming scripts included.
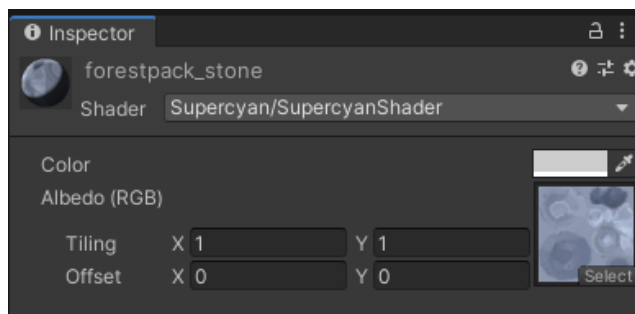
Details

- 8 Mecanim humanoid compatible character models
  - Polygon count ranges from 1600 to 2000
  - Rig contains 28 bones
  - Rigs created with four bones per vertex for optimized performance
  - No transparent textures or backface-culling used
  - 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*
- Two 1024x1024 textures for each character
  - One for body, one for head and hair
  - Photoshop (.PSD) files with UW maps included

- Multiple materials for each character
  - One for body, one 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
- 8 Appearance Objects used by the Supercyan Character Maker
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 6.1.0 this shader replaces older "CelSahder". HDRP and URP/LWRP are not supported.
- Older Supercyan "CelShader" shader in now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- 5 additional items coming with the bag: wooden mug, shoulder bag, back bag, briefcase and mobile phone.
  - Wooden mug, bags and briefcase have one texture
  - 3 mobile phone have textures
  - Mobile and high quality materials
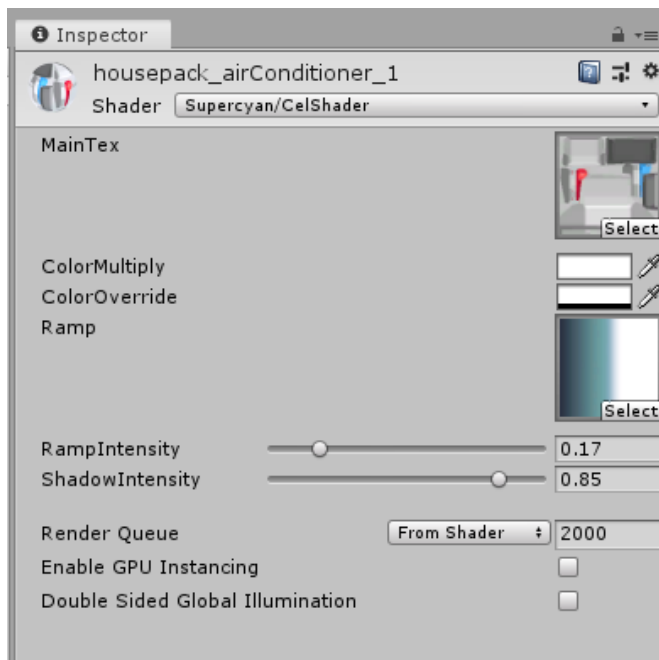
Supercyan Shader properties

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