



Character Pack: Office workers 1.0.2

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Description

Character pack consisting of 8 busy office workers with four skin tone variations. Contains by hand textured, rigged and animated low poly character models - all mecanim humanoid compatible! Pack also has a mobile phone, bags, cups, pencils and whiteboard models to get the office work started!

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.

Character details

- 8 mecanim humanoid compatible character models
 - By average the vertex count is 2041 and triangle count 3830
 - Rig contains 28 bones
 - Rigs skinned with four bones per vertex
 - By default 4 characters use transparent textures on glasses
- Two characters from following job titles: boss, supervisor, worker and intern
- 4 skin tone variations for each character
- Over 310 mecanim humanoid animations
 - Full animation list can be found in the document 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, hair and “headgear” (glasses and earrings etc.)
 - 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 aiming script and animator controller
 - High and mobile quality versions of each prefab
- 32 Appearance Objects used by the Supercyan Character Maker
- A new Behavior Object that will be added to all Character Packs
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. HDRP and URP/LWRP are not supported.

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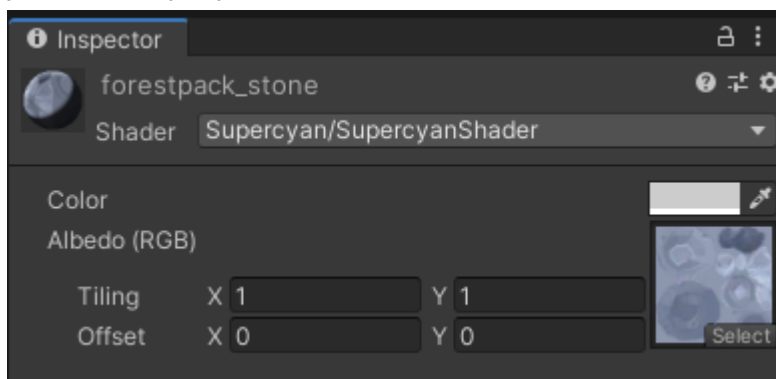


- Older Supercyan “CelShader” shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.

Item details

- 1 backpack
- 1 briefcase
- 1 clipboard
- 1 mobile phone
- 1 shoulder bag
- 3 women’s shoulder bags
- 3 white boards (two on legs, one on wall)
- 2 mug coasters (3 texture variations)
- 1 office coffee cup (4 texture variations)
- 1 cardboard coffee cup
- 1 wooden cup
- 2 pencils (3 texture variations)
- 1 propelling pencil (3 texture variations)
- 1 marker pen (3 texture variations)
- All items have a custom modeled Mesh Collider for best performance and collision accuracy

Supercyan Shader properties

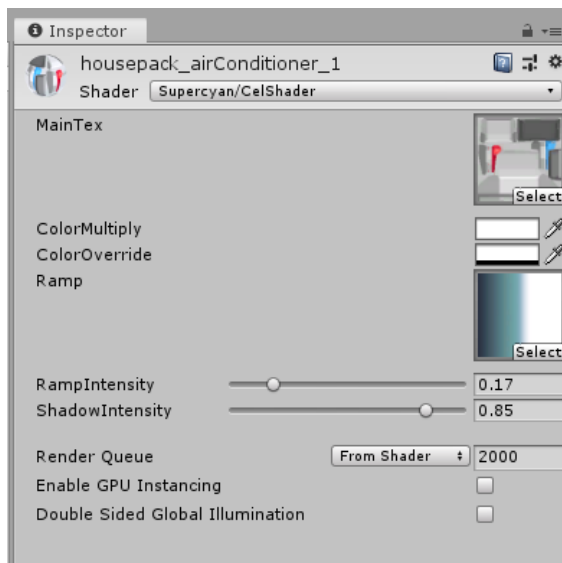


Color = Color the albedo texture is multiplied with (supports instancing).

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