Orc Female Warrior Demon — Documentation

Overview

Orc Female Warrior Demon is a stylized low poly fantasy character for Unity.
It includes a Humanoid rig (T-Pose), 4K PBR textures, LOD meshes, and a ready-to-use prefab.
No animations are included (T-Pose only).

Folder Structure
- Materials/
    - o Textures/ (4K PBR maps)
    - o M_OrcWarriorFemaleDemon (main material)
- Meshes/
    - o CHR_OrcWarriorFemaleDemon (main mesh)
    - o LODs/ (OrcFemaleWarriorDemon_LOD1, OrcFemaleWarriorDemon_LOD2)
- Prefabs/
    - o PF_OrcWarriorFemaleDemon (main prefab)
- Pipeline packages (for fixing pink materials):
    - o Build-in_OrcFemaleWarriorDemon (**package**, not a prefab)
    - o URP_OrcFemaleWarriorDemon (**package**, not a prefab)
    - o HDRP_OrcFemaleWarriorDemon (**package**, not a prefab)

Quick Start
1. Import the asset into your project.
2. Drag the prefab into the scene:
    - o OrcFemaleWarriorDemon/Prefabs/PF_OrcWarriorFemaleDemon

If the character appears **pink**, your project is missing the correct render pipeline materials. See the next section.

Render Pipeline Setup **(Fixing Pink Materials)**

This asset includes **separate pipeline material packages**.

Import **only the package that matches your project**:

- **Built-in Render Pipeline:** import Build-in_OrcFemaleWarriorDemon
- **URP (Universal Render Pipeline):** import URP_OrcFemaleWarriorDemon
- **HDRP (High Definition Render Pipeline):** import HDRP_OrcFemaleWarriorDemon

How to import the correct package

- Double-click the package file (or drag it into Unity), then click **Import**.

After importing the correct pipeline package, the prefab should display with proper materials.

Textures (4096×4096)

Located in: Materials/Textures/

- T_OrcFemaleWarriorDemon_BaseColor
- T_OrcFemaleWarriorDemon_Normal
- T_OrcFemaleWarriorDemon_Metallic
- T_OrcFemaleWarriorDemon_Roughness

LODs

LOD meshes are included in Meshes/LODs/.

If you want LOD switching, add an **LOD Group** component and assign:

- LOD0: main mesh
- LOD1: OrcFemaleWarriorDemon_LOD1
- LOD2: OrcFemaleWarriorDemon_LOD2

Troubleshooting

Character is pink

- Import the pipeline material package that matches your project:
  - Built-in → Build-in_OrcFemaleWarriorDemon
  - URP → URP_OrcFemaleWarriorDemon
  - HDRP → HDRP_OrcFemaleWarriorDemon

Normal map looks wrong

- Ensure the normal texture is imported as **Normal map** in Unity.

Support

If you need help, include:

- Unity version
- Render pipeline (Built-in/URP/HDRP)
- Screenshot of the prefab + material inspector