Fantasy Horde - Villagers

www.polygonmaker.com

How to Use

There are several animated characters with weapons and acessories attached. Ready for use. Add the ".fbx" file from "assets" folder (child.fbx or adult.fbx) in your scene and delete those meshes, weapons and acessories you don´t want. Then just chose one material that fits with your project. Then create a new prefab with your choice.

On Samples folder there are several prefabs with some examples of characters.

Please leave a feedback at Unity asset store if you liked! This is important for us. In case of any problem or suggestion send a e-mail to polygonmaker@gmail.com

Mesh

The total polycount (tris) per model goes from 1500 to 2000.
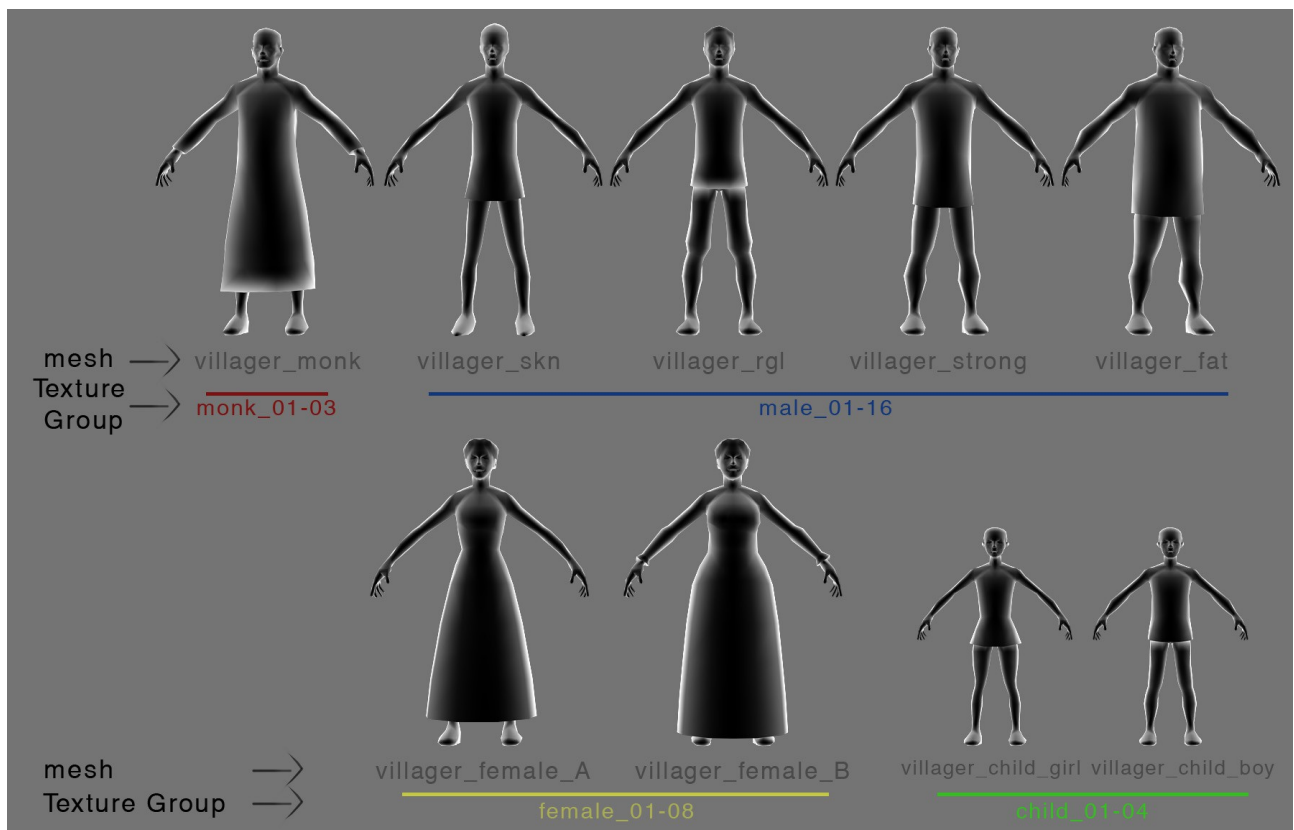
There are 2 groups of characters: Child and Adult

Those groups are separated in different .fbx and has their own set of accessories and animations.

There are 4 types of characters. Each type uses its own set of texture.

Adult.fbx: Male, Female and Monk

Child.fbx: child

Texture

There are 16 male, 3 monk, 8 female, 4 child and 2 equipment textures.

Some assets share the same texture. (See image on page 1)
-Hair and woman clothes use the same body texture.
-Boots, hats and weapons uses the equipment atlas.

Female texture:

There are two types of textures for female characters:

-standard hair (01, 02, 03, 06, 07 and 08): You can use the hair meshes and alpha for transparency. Doesn´t work with the acessorie: "villager_female_hat_A"
-hat (04 and 05): the texture won´t work with all types of hair meshes. But it fits on "villager_female_hat_A"

Alpha map:

Hair and beard uses alpha map. It is included in a separated .png texture on the texture folder.
Some textures don´t work with hair and beard (the ones with cap or without beard)
The included shader used uses a special type of texture. (Check Shader section below)
Fell free to use any shader that better fits with your project.

Animation

This is the list of animation:

Adult   **Child**

Name	Star	End	WrapMode	Loop
idle	5	120	Loop	☑
idle break	120	190	Default	☐
talk	190	290	Default	☐
salute	290	340	Default	☐
crouch	340	365	Default	☐
die	370	440	Default	☐
idle to fight	490	510	Default	☐
idlefight	510	550	Loop	☑
hit	600	620	Default	☐
punch	620	640	Default	☐
attack1	640	660	Default	☐
attack2	660	680	Default	☐
defend	680	700	Default	☐
prepare spear	710	720	Default	☐
attack spear	720	740	Default	☐
cast	760	790	Default	☐
jump	800	845	Default	☐
idlefight Break	550	600	Default	☐
idle to work	845	860	Default	☐
working loop	860	920	Loop	☑
working to idle	920	955	Default	☐
sit	960	1000	Loop	☑
sit cheers	1000	1040	Default	☐

Name	Star	End	WrapMode	Loop
idle	5	120	Loop	☑
idle break	120	190	Default	☐
talk	190	290	Default	☐
salute	290	340	Default	☐
crouch	340	365	Default	☐
die	370	440	Default	☐
idle to fight	490	510	Default	☐
idlefight	510	550	Loop	☑
hit	600	620	Default	☐
punch	620	640	Default	☐
attack1	640	660	Default	☐
attack2	660	680	Default	☐
defend	680	700	Default	☐
prepare spear	710	720	Default	☐
attack spear	720	740	Default	☐
cast	760	790	Default	☐
jump	800	845	Default	☐
walk	855	890	Loop	☑
run	900	928	Loop	☑
run fast	945	967	Loop	☑

Extra animations:

There are some extra animations on the "extra animation" folder to be used on the adult models:

-run: frames 0-30
-run fast: frames 0-25
-walk1 (male walk): frames 0-35
-walk2 (female walk): frames 0-35

Creating new animations: There are some 3dsmax files at "Extra content" folder that can be used to create new animations. The bones are made using CAT system from 3dsmax. There are three folders in this file:

-bones: include all bones and must be exported

-helpers: helpers that don´t need to be exported

-male or child: mesh to better check the animation.

Both files are in idle pose to help your animation and don´t include any animation.

JUMP ANIMATION:

-Jump Complete: The character do a complete jump animation. (frames: 800-845)

-Jump Simple: The character just push his legs, this could works better in some cases. (frames: 810-820) . Not included on the animation clip list.

Legacy Animations

Just change the Rig from the main fbx ("barbarians.fbx") to Legacy instead Humanoid. Everything should works just fine.