

Fantasy Horde – Barbarians

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How to Use

Just drag some prefab from the "Samples" folder to your scene or drag the main .fbx (barbarians.fbx) and leave only the assets you need,

There are 15 samples on the "Samples" folder ready to use.

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 2000 (no accessories) to 5000 (full gear).

There are two LOD levels.

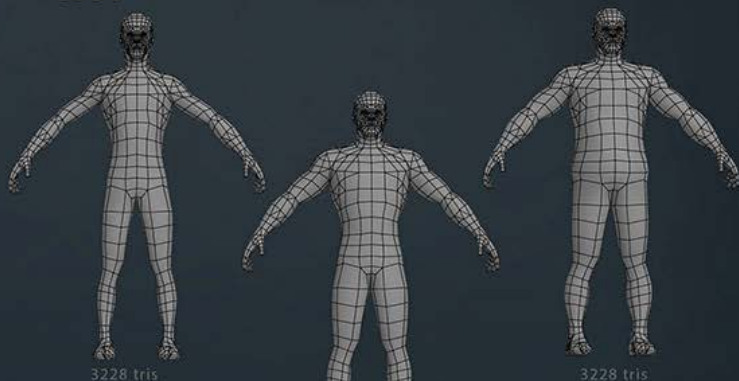
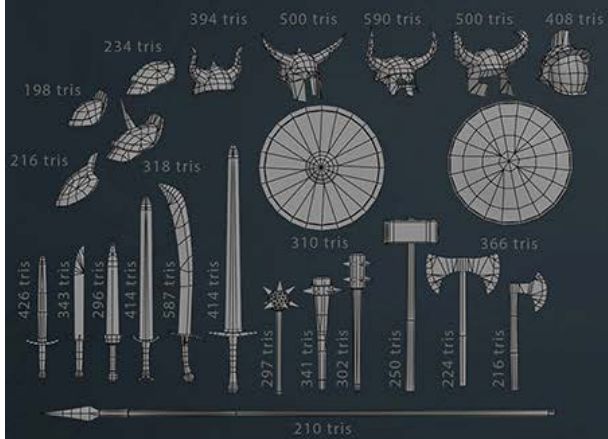
There are three body types (Fat, Regular and skinny). They are setup by blendshapes on the body and cloth.

Some accessories are rigged with the character bones, others are just attached.

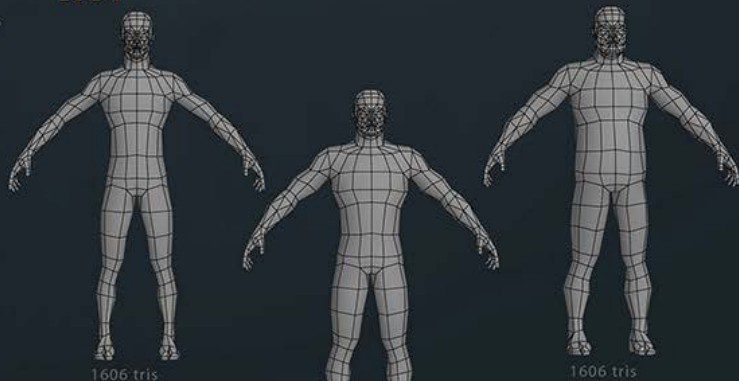
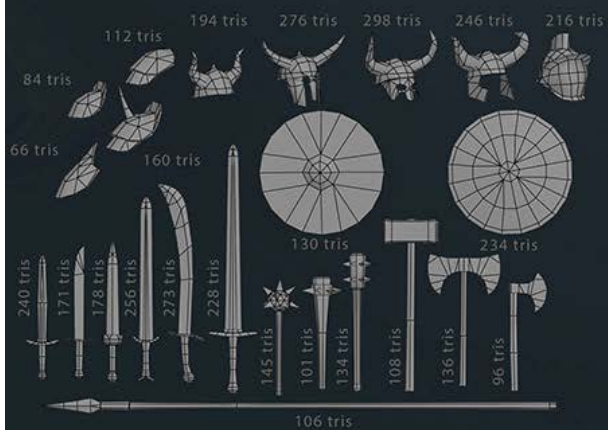
BARBARIANS

Fantasy Horde

LOD0



LOD1



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Texture

There are 15 different body and accessories textures, 1 weapons texture and 2 shield textures.

Animation

Created with Unity Mecanim compatible rig. The animations are inside "Animations" folder. There are root motion animations inside main animation file.

The bow animation is coordinated with the body bow animation.

Clips	Start	End
idle	5.0	120.0
idle break	120.0	190.0
talk	190.0	290.0
salute	290.0	340.0
crouch	340.0	365.0
die1	370.0	440.0
die2	450.0	480.0
idle to fight idle	490.0	510.0
fight idle	510.0	560.0
fight idle break	560.0	600.0
hit	600.0	620.0
punch	620.0	645.0
attack1	645.0	670.0
attack2	670.0	695.0
attack3	695.0	725.0
special	725.0	765.0
block	765.0	785.0
jump	805.0	850.0
working	865.0	925.0
sit	965.0	1005.0
sit cheers	1005.0	1045.0
spear	1050.0	1080.0
attack left	1080.0	1105.0
bow	1200.0	1250.0
walk	1300.0	1330.0
run	1400.0	1425.0
walkdamaged	1450.0	1500.0

Creating new animations:

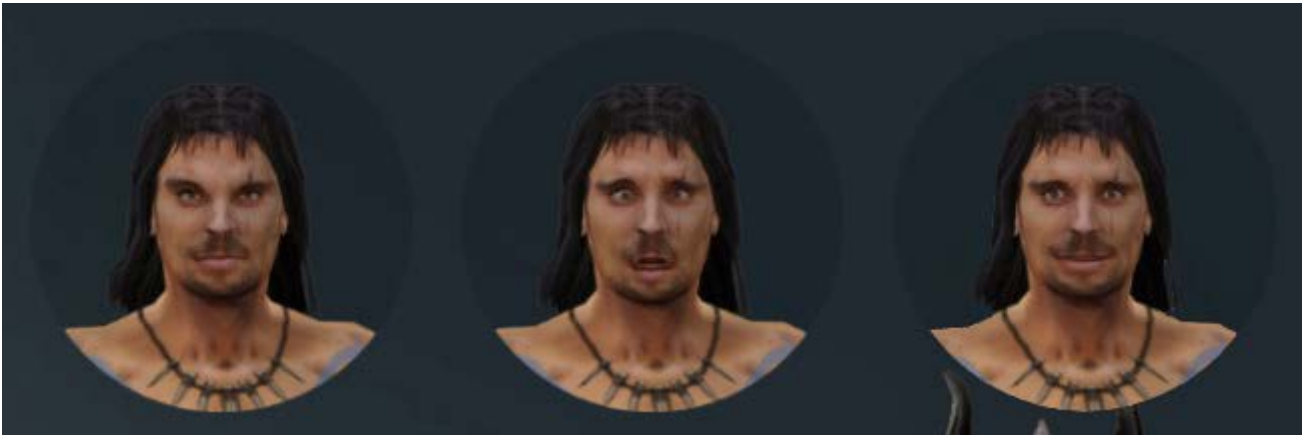
There is a 3dsmax files at "Extra content" folder that can be used to create new animations. The bones are made using CAT system from 3dsmax. There are three folders in this file:

- bones: include all bones and must be exported
- helpers: helpers that don't need to be exported
- mesh: mesh to better check the animation.

The files are in idle pose to help your animation and don't include any animation.

There are two layers, one with idle pose and other with the fight idle pose.

Face Rig:



LOD 0:

- Jaw Bone
- Eyes Bones
- Blendshapes

LOD 1:

- Jaw Bone