Fantasy Horde - Ogres

www.polygonmaker.com

How to Use

Drag the FH_ogre.FBX ("assets" folder) to your scene, delete the acessories and body parts you do not want and drag the material on it.

There are 4 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 acessories) to 3000 (full gear).
There are one .fbx file with all acessories and two .fbx files with extra animations.
There are two body types.
Some acessories are rigged with the character bones, others are just attached.

Texture

There are 4 different body and acessories textures and 1 weapons texture atlas.

Those textures are divided in Color and Specular map+Glossiness (alpha).

Color map
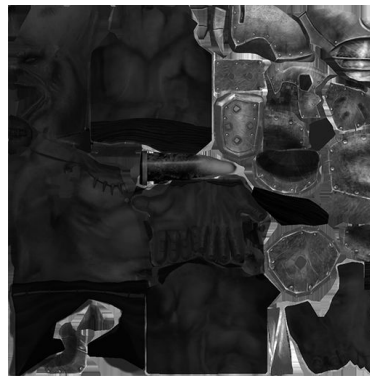
Specular map

Weapons texture atlas

Animation

This is the animation list:

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Name	Star	End
idle	5	100
idle break	100	160
crouch	160	190
hit	200	220
attack1	220	250
attack2	250	280
attack3	280	330
die	340	400
taunt	420	490
jump	490	535
walk	0	40
run	0	30

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 file is in idle pose to help your animation and don´t include any animation.