

Fantasy Horde - Barbarians

www.polygonmaker.com

How to Use

Drag the barbarians.fbx ("assets" folder) to your scene, delete the accessories and body parts you don't want and then drag the material on it.

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



Samples

Mesh

The total polycount (tris) per model goes from 1700 (no accessories) to 3000 (full gear).

There are one .fbx file with all parts and three .fbx files with extra animations.

There are three body types and the fat body uses special "cloth" mesh.

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

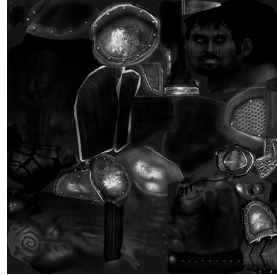
Texture

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

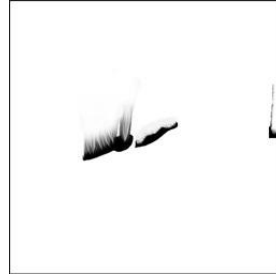
Those textures are divided in color, specular and transparency map. Also it is included a "mask" texture where the specular and transparency map are in the proper RGB channels to be used with the included shader.



Color map



Specular map



Transparency map



Mask Texture

Shader

This is a customized shader that use two maps:

- **Base (RGB)**
 - RGB: Diffuse map
- **Effect Texture (RGB):**
 - Red channel: Specular map
 - Green channel: Color mask
 - Blue channel: Transparency map

Shader Controls:

- **Main Color:** This change the overall color masked by "Color mask" (Green channel of Effect Texture)
- **Specular controls:**
 - Shininess
 - SpecPower
 - Specular Color

This is a 2 sided shader.

The Barbarians are not using "Color mask".

If you want to tint your characters, do it on the green chanel and it is recomendado to use light gray color on the base texture.

Animation

This is the list of animation:

Name	Star	End	WrapMode	Loop
idle	0	120	Loop	<input checked="" type="checkbox"/>
idle break	120	190	Default	<input type="checkbox"/>
talk	190	290	Loop	<input checked="" type="checkbox"/>
salute	290	340	Default	<input type="checkbox"/>
crouch	340	365	Default	<input type="checkbox"/>
die1	370	440	Default	<input type="checkbox"/>
die2	450	480	Default	<input type="checkbox"/>
idle to fight idle	490	510	Default	<input type="checkbox"/>
fight idle	510	560	Loop	<input checked="" type="checkbox"/>
fight idle break	560	600	Default	<input type="checkbox"/>
hit	600	620	Default	<input type="checkbox"/>
punch	620	645	Default	<input type="checkbox"/>
attack1	645	670	Default	<input type="checkbox"/>
attack2	670	695	Default	<input type="checkbox"/>
attack3	695	725	Default	<input type="checkbox"/>
special	725	765	Default	<input type="checkbox"/>
block	765	785	Default	<input type="checkbox"/>
jump	805	850	Default	<input type="checkbox"/>
idle to working	850	865	Default	<input type="checkbox"/>
working	865	925	Loop	<input checked="" type="checkbox"/>
working to idle	925	960	Default	<input type="checkbox"/>
sit	965	1005	Loop	<input checked="" type="checkbox"/>
sit cheers	1005	1045	Default	<input type="checkbox"/>
spear	1050	1080	Default	<input type="checkbox"/>
attack left	1080	1105	Default	<input type="checkbox"/>
walk	0	34	Loop	<input checked="" type="checkbox"/>
run	0	25	Loop	<input checked="" type="checkbox"/>
run fast	0	19	Loop	<input checked="" type="checkbox"/>

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.

JUMP ANIMATION:

-Jump Complete: The character do a complete jump animation. (frames: 805-850)

-Jump Simple: The character just push his legs, this could works better in some cases. (frames: 815-825) . Not included on the animation clip list.

Credits

Artist: Fabio Brasiliense

Shader: Luiz Carlos da Rocha Junior