

Swordsman Warrior Mecanim Animation Pack ReadMe

Last Updated **2015-8-05** by Kristopher Peterson

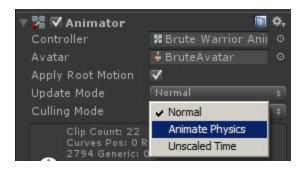
Hey, first off thanks for purchasing and using this pack!

Installation

The following inputs need to be added to your Unity project for the controls to work correctly, or you can simply unzip the provided *InputManager.zip* into your *ProjectSettings* folder.

Fire0
TargetBlock
Death
LightHit
DashVertical
DashHorizontal

The Swordsman Warrior is setup using Root Motion, with all the translation animations moving the character at speed for non slipping foot placement. There is no physics on the character controller, but if you do add one be sure to change Animator Update Mode to 'Animate Physics'. If you decide to use any of the animations without Root Motion and control the character movement programatically, or with physics, there are '_S' versions of them that have the character stationary.



In WarriorAnimationDemo.cs input for direction and key/buttons is recieved in Update(), with UpdateMovement() processing direction, and RotateTowardsMovementDir() handling rotation.

In the Animator Death, Attacks, and Jumps can transition from any state, but Dashes and Blocks need to transition from Movement, or from Idle.

Any questions about the Pack, please **Email me**.

Thank you!

-Kristopher @Explosive LLC



Animated Robots Pack



Top-Down Cave Tileset



Scifi Level Bundle



Scifi Objects Pack



Soldier Animation Pack



Soldier Pack Bundle



Soldiers and Weapons Pack



Top-Down Scifi Environment
Tileset Pack



Weapons Effects and Sounds Pack



Berserker Fighter Mecanim **Animation Pack**



Female Fighter Mecanim **Animation Pack**



Heavy Fighter Mecanim **Animation Pack**







Fighter Pack Bundle



Brute Warrior Mecanim Animation Pack



Karate Warrior Mecanim **Animation Pack**



Ninja Warrior Mecanim **Animation Pack**

Sorceress Warrior Mecanim **Animation Pack**







Knight Warrior Mecanim **Animation Pack**





Top-Down Cartoon Dungeon Tileset