Fantasy Horde - Zombie

www.polygonmaker.com

How to Use

There are three models and 22 textures that can be used in any model. All animations are already set on the prefabs.

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

Three models with optimized polycount



Texture

There are 22 textures ready to use supplied in .png format.

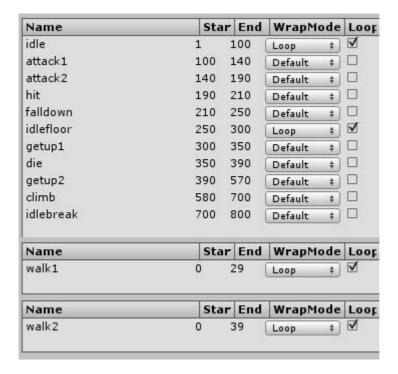
Animation

There is three files that contain the animations:

- -zombie.fbx
- -zombie@walk1.fbx
- -zombie@walk2.fbx

zombie.fbx contain all animations except walk.

List of animation frames:



Creating new animations: There is a 3dsmax files at "Extra content" folder that can be used to create new animations. All bones from this package are cmade using CAT system from 3dsmax. Thus any animation can be reused for other character.