

# Fantasy Horde - Zombie

[www.polygonmaker.com](http://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](mailto: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:

Name	Star	End	WrapMode	Loop
idle	1	100	Loop	<input checked="" type="checkbox"/>
attack1	100	140	Default	<input type="checkbox"/>
attack2	140	190	Default	<input type="checkbox"/>
hit	190	210	Default	<input type="checkbox"/>
falldown	210	250	Default	<input type="checkbox"/>
idlefloor	250	300	Loop	<input checked="" type="checkbox"/>
getup1	300	350	Default	<input type="checkbox"/>
die	350	390	Default	<input type="checkbox"/>
getup2	390	570	Default	<input type="checkbox"/>
climb	580	700	Default	<input type="checkbox"/>
idlebreak	700	800	Default	<input type="checkbox"/>

Name	Star	End	WrapMode	Loop
walk1	0	29	Loop	<input checked="" type="checkbox"/>

Name	Star	End	WrapMode	Loop
walk2	0	39	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. All bones from this package are cmade using CAT system from 3dsmax. Thus any animation can be reused for other character.