DESCRIPTION:

Fantasy character with PBR textures, rigged and skinned for use with the MECANIM animation system.

HOW TO USE:

Once the Fighter package is imported, just drop the "Fighter" model found in Fighter/Models into your scene, then assign your animator controller to Inspector/Animator/Controller and add scripts if needed.

Alternatively, a prefab can be found in Fighter/Prefab which consists of the fighter model with the Sword model linked to the right hand bone.

A sample Scene is provided with a specific lighting setup to showcase PBR rendering to get the most out from the model. Please see PBR RENDERING section for rendering notes.

TEXTURES:

The source textures size for the Body is 4096x4096, but in their properties they are restricted to 2048x2048. The property Max Size can be set to 4096 to use its native resolution.

AVATAR DEFINITION:

Some settings have been slightly modified in the Fighter's avatar definition to produce a range of movement more suited for the armor type he is wearing.

List of Muscle & Settings changes the Fighter's Avatar comes with (the rest are set to their default values):

Head

      Neck Nod Down-Up --> 0,0
      Neck Tilt Left-Right --> 0,0
      Neck Turn Left-Right --> 0,0

Left Arm

      Shoulder Down-Up --> -5,5
      Shoulder Front-Back --> -5,5
      Arm Front-Back --> -44, 100

Right Arm

      Shoulder Down-Up --> -5,5
      Shoulder Front-Back --> -5,5
      Arm Front-Back --> -44, 100

These settings can be reset or modified by selecting the fighter model in the project explorer, then Inspector tab / Rig / Configure / Muscles & Settings. To Reset all settings to default go to the bottom of the list, click on Muscles and then Click Reset. Or you can just tweak the settings to your liking and then Apply the changes.

PBR RENDERING:

The model has been textured with PBR rendering in mind. Although it looks great on any rendering and lighting setup, to get the most of the model, some Project and Lighting settings need to be set properly.

This package includes a Sample Scene with a Skybox and Reflection Probe properly set to showcase how the model looks in optimal PBR conditions. Just load the Scene in Fighter/Sample Scene/ and change the following project settings:

1. Edit/Project Settings/Player/Color Space → Linear
2. Edit/Project Settings/Quality/Anti Aliasing → Disabled (Anti Aliasing will need to be implemented via image effect)

Here are how to configure the project and the Scene from scratch to get optimal PBR rendering for this model:

1. Edit/Project Settings/Player/Color Space → Linear
2. Edit/Project Settings/Quality/Anti Aliasing → Disabled

Use a HDR environment map as a Skybox

3. Import a HDR map and change the Shader type to cube map
4. Create a new material, change the shader to Skybox/Cube and assign the previous texture to the cubemap slot
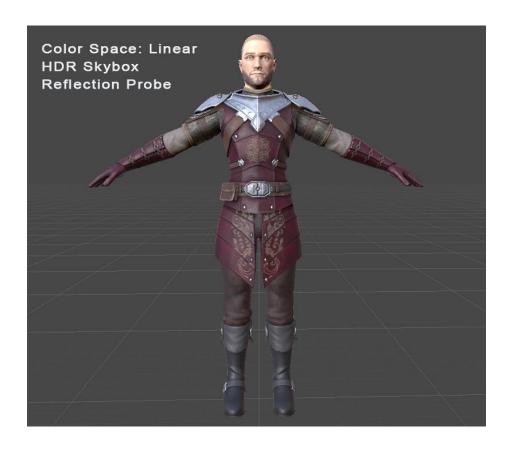5. In Window/Lighting/Scene/Skybox, select the Skybox/Cube material

Create a Reflection Probe game object

6. GameOjbect/Light/Reflection Probe
7. Reflection Probe/Inspector/ Resolution → 512

Enable the HDR option of the camera

8. Select the Camera to be used in the Hierarchy panel
9. Inspector/HDR --> Enabled

Default Project Settings

Color Space: Linear
HDR Skybox
Reflection Probe

SUPPORT AND FEEDBACK

Support and feedback:

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I'm also available for character/creature modeling freelance work, portfolio available here:

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