3D Character Model Specifications

Only describe variant or different properties

|  |  |  |  |
| --- | --- | --- | --- |
| **Primary Reference** | **Title** | **Value** | **Description** |
|  | Complexion | Fair |  |
| Ethnicity | European / American |  |
| Height | 5 ft 6 inch |  |
| Clothing | Leather | Shiny leather outfit |
| Hairs |  |  |
|  |  |  |
| Riffle |  |  |
| Eyes |  |  |
| Animation | Coin throw | Gun drop |
|
|
| **Technical Details** | | |
| Poly count |  |  |
| Tool | Blender | 2.7 |
| Export format | .fbx |  |
| Rigged |  |  |
| **Secondary Facial References** | | | |
| |  |  |  |  | | --- | --- | --- | --- | | British Policeman | You wouldn't want to spill his pint. | Stuart McPherson  | Flickr | Police Officer, policeman at Downing Street, London, UK Stock Photo:  29850194 - Alamy | Police officer, Policeman, Police |  |  | | | | |
| Other Instructions | | | |
| Texture should be realistic.  Character will be used for Unity software | | | |