Monsters – Wraith Lite

www.polygonmaker.com

How to Use

Just drag some prefab from the "Samples" folder to your scene or drag the main .fbx (WraithLite.fbx) and leave only the assets you need.

There are 4 prefabs on the "Samples" folder ready to use.

Please leave a feedback at Unity asset store if you liked! This is important for us.

In case of any problem or suggestion send an e-mail to polygonmaker@gmail.com

Mesh

There are two LOD levels.

Mobile Use:

Use the LOD according your hardware limitation. LOD 0 is suitable for most mobile applications.

Materials

The materials are set to use a custom "Standard (Specular setup)" double sided.
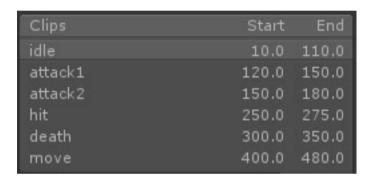
Mobile Use:

If the current shader is too heavy for your hardware, you can try a simpler shader such as "diffuse mobile" or "unlit" using the textures from "Mobile" folder.

Texture

Diffuse with painted specular and shadows. *Ready to use with simple shaders*

Animation

Created with Unity Mecanim compatible rig

Clips	Start	End
idle	10.0	110.0
attack1	120.0	150.0
attack2	150.0	180.0
hit	250.0	275.0
death	300.0	350.0
move	400.0	480.0

Creating new animations:

There is a .zip files at "Extra content" folder that can be used to create new animations. The characters are made using 3dsmax 2016 and the bones are made using CAT system. There are three folders in this file:

-bones: include all bones and must be exported

-helpers: helpers that don´t need to be exported

-mesh: mesh to better check the animation.

Credits
Modeling:

- Marlon Piloni
- Michael Klimenko