# AAA Standard Stadium / Character + Animations

This asset features two sets i.e. Stadium and Characters with animations
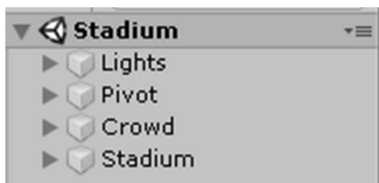
1 –Stadium

Stadium scene contains the stadium model ready to be used without needing to setup it manually from project panel. Stadium scene also includes animated crowd with a custom shader and material. The scene is highly optimized for games can run at 60 FPS on mobiles.
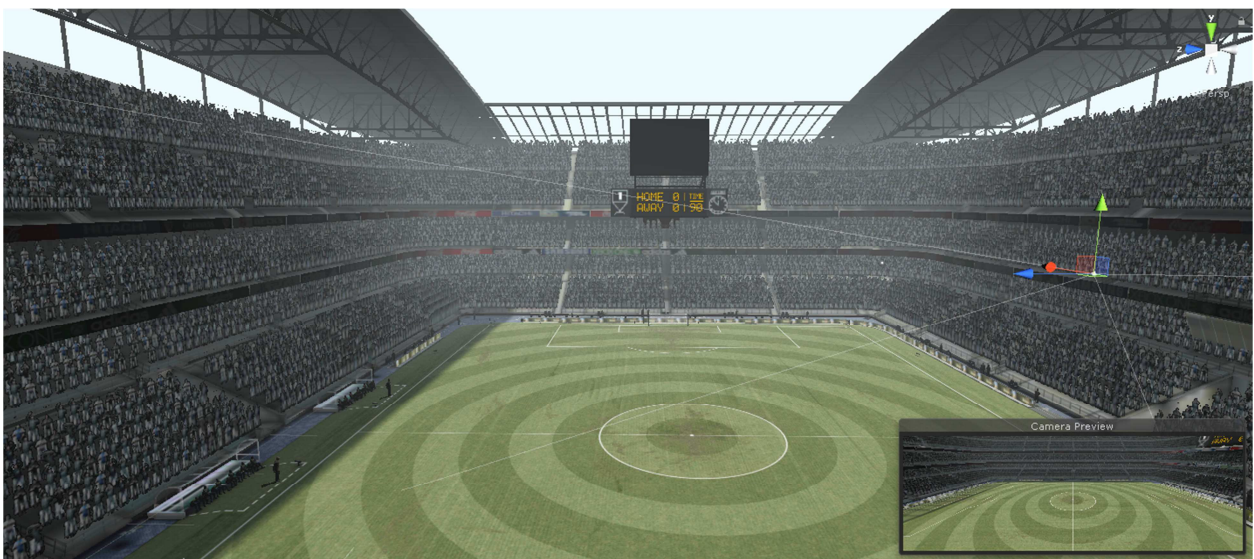
Stadium scene can be found under demo folder.
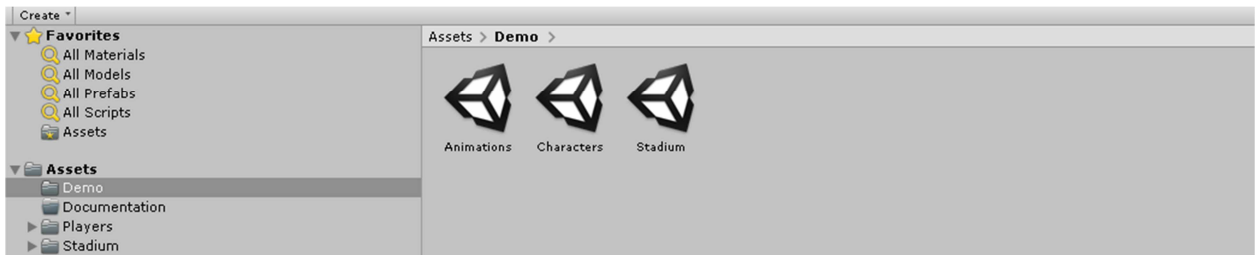
Scene is setup up properly with objects in their respective object hierarchy and any change can be made on the go.
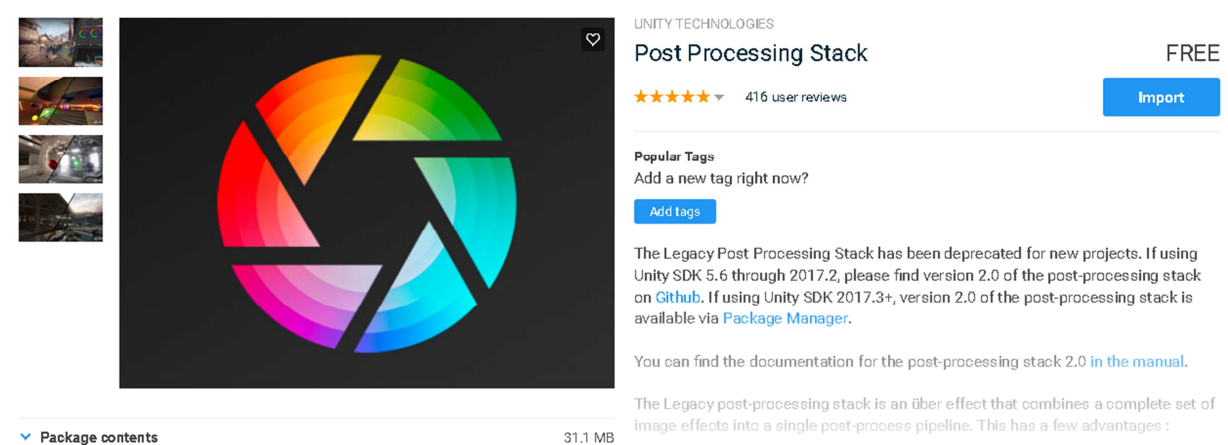

Stadium Screenshot
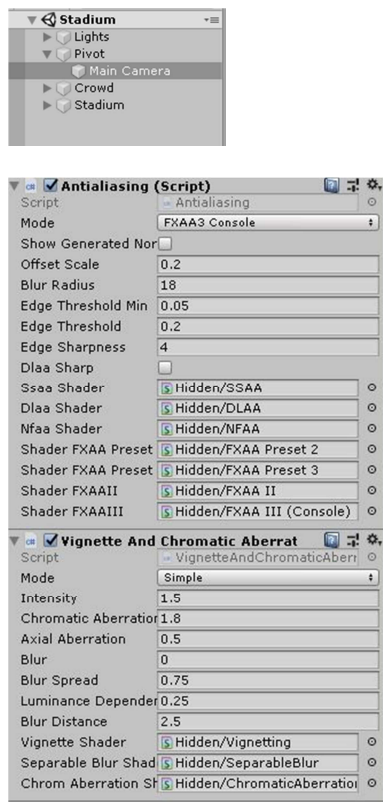
Stadium Look Development

Stadium in game look can be further improved by using default unity Post processing stack found on asset store.

Note : Depending on your unity version. You may have to download older or legacy version.

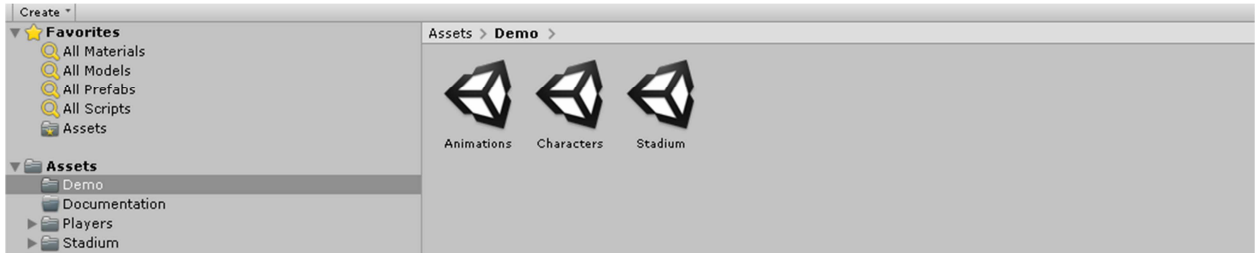1 – Download it from unity asset store and import in your project.

Then go to your main camera and add the follow effects with these setting.

2– Characters + Animations

Character + Animations package multiple game ready characters with High Quality clean motion capture data ready to be used in Animator/Mecanim. Characters + animations can be found in Players Folder.


Animations come with complete details for each animation. Please refer to other document found under documents category.
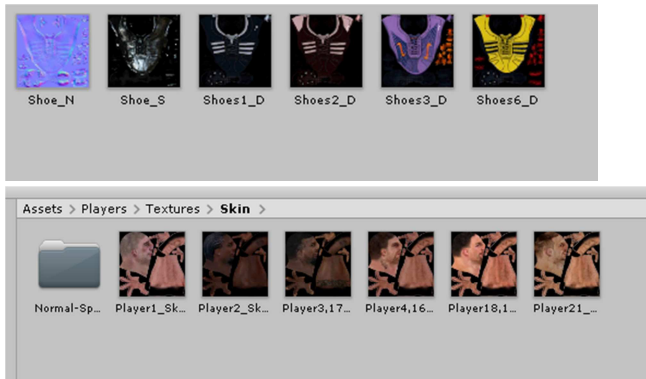
Animations references Document.
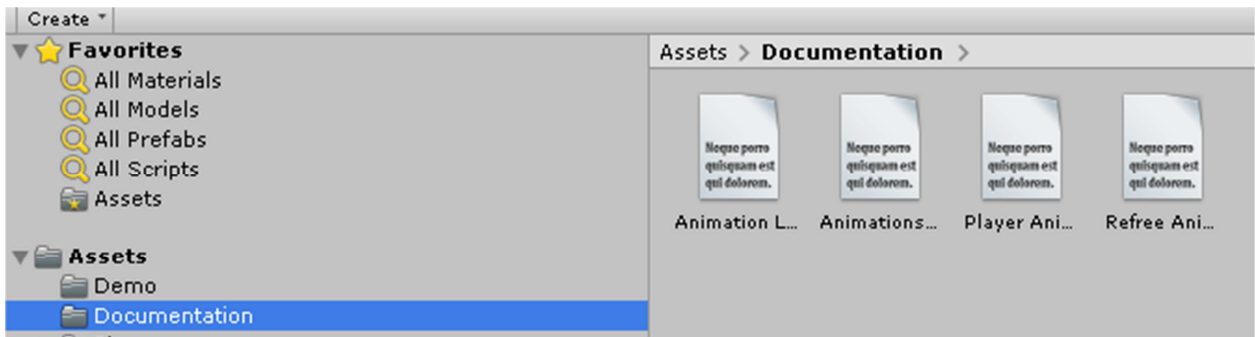
Characters with materials can be previewed in Characters folder.

Asset comes up with multiple textures as clothing for different teams + Skin textures e.g. each Folder contains Normal maps, specular maps and diffuse textures and any set of combinations can be used.
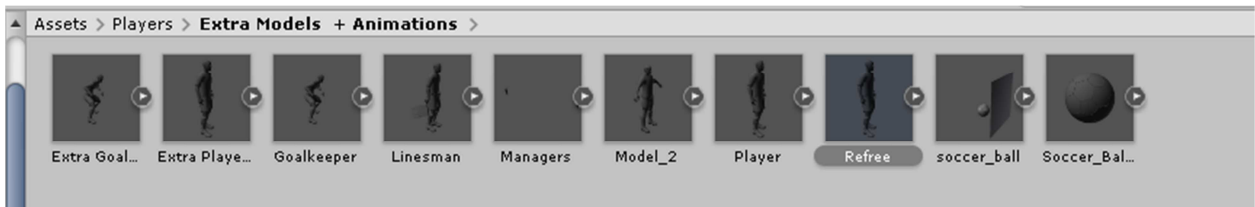
Assets > Players > Textures > **Skin** >
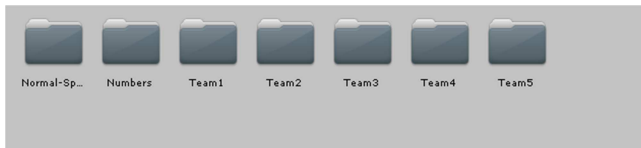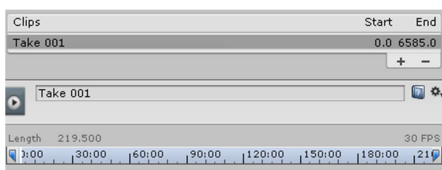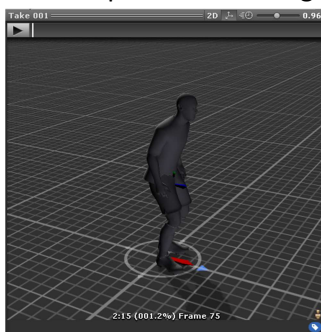
Folders

Extra Models + animations Contains

extra set of character with animation which can cross used with all set of characters inside the project.

Animations can be preivewed by clicking on approriate character and

Assets > Players > **Extra Models + Animations** >

The active frame along with documentation confirms active animation playing and can be cut into a separate one using clips section. Please refer to Unity documentation for more details.

Prefab Folder

Prefab folder contains 3 character prefabs ready to be used inside your project. You can simply duplicate and use another set of textures if needed. In soccer games, this task is generally automated to generate a team of 12 for both sides.

Thank you for buying this asset.

If you have any questions or problems regarding this project, feel free to contact and we'll try to fix it ASAP for you.