

INSTRUCTIONS

ATTENTION! If the characters are pink, go to [Polygonmaker Shaders](#) and download the latest.



Thanks for purchasing a Polygonmaker Pack!

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

In case of any issue, question or suggestion please contact us at polygonmaker.com

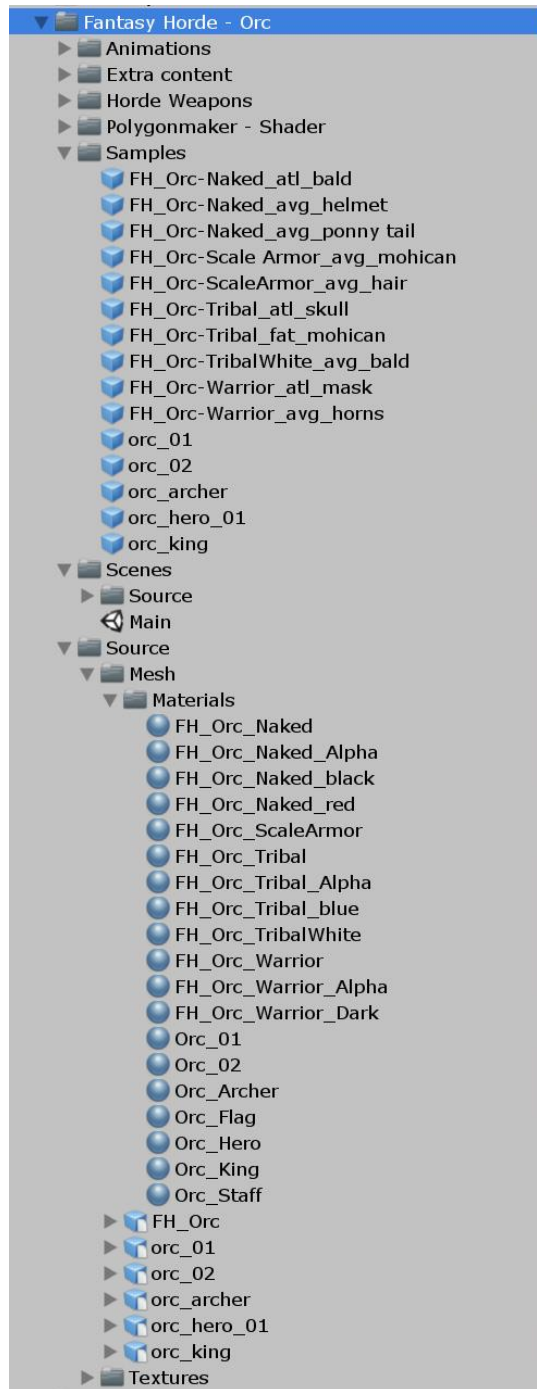
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FANTASY HORDE SERIES:

Highly optimized for mobile use or to create massive Hordes in your games. It has an incredibly low polycount, optimized use of bones and no normal maps to work with simpler and lighter shaders.

Folder Structure



ANIMATIONS

All the animations are here, separated for better compression and no artifacts. Setup to use mecanim. There are some options without root motion.

All the animations can be used on the characters.

The name indicate what fbx from the source folder has exactly the same rig and the name after "@" indicate the name of the animation.

Not all packs have an "Animator Controller" because every game has a different need. Some games use 5 animations while others have complex animators with over 100 animations.

CHARACTERS

Some prefabs made using the existing assets.



The characters are here with all the material variations. All are set to mecanim.

HORDE WEAPONS



There are some high quality PBR included on this pack.

Those weapons are using PBR with normal maps. Feel free to change to a simpler shader if you are working on a mobile project.

POLYGONMAKER SHADERS

Some shaders used on the render of Polygonmaker packs: [Polygonmaker Shaders](https://www.polygonmaker.com/shaders)

SOURCE

FH_Orc:



There are three body types here: fat (fat), average (avg) and athletic (atl).

There are several pieces of armor attached to the bones and some skinned meshes. Some are related to one body type (Search for “atl”, “fat”, or “avg”)

They are set with a default material, but feel free to change for any “FH_” material.

All those meshes here can use any “FH_” material. Some accessories has transparent areas like hair, for those you can setup some “_Alpha” material. (Feel free to use a opaque material for better performance)

“orc_”



Those are unique characters that only works with their own materials named exactly like the FBX
They come with weapons already, thus each is only one draw call. Ideal for very optimized games.

All the source files for the characters are located here. Some props might be under props folder

\Mesh

In this folder you will find all the .FBX for the characters.

Drag it to the scene and keep only the meshes you need. Some meshes are skinned meshes and others are attached to some bone.

E.G. “Male” (skinned), Shield (attached to “WeaponsL bone”)

\Materials

The materials are located here. Follow the name convention to swap materials on your assets.

\Textures

The textures are located here.

URP and HDRP

It is simple to convert the pack to Unity render pipelines.

To convert our custom shader to URP or HDRP, please download [Polygonmaker Shader](#) and unpack “Shaders URP” or “Shaders HDRP”

For standard shaders conversion you can follow this video:

[How to convert materials to HDRP](#)

Mobile Use

MESHES

Our LODs are handmade, thus they can be used as main LOD without losing much of the quality. Use LOD1 or LOD2 depending of your budget, for example LOD0 for FPS games, LOD1 for third person games or LOD2 for RTS games.

MATERIALS

Change from Standard to Mobile Diffuse or Bumped depending of your budget.

TEXTURES

Set the Max Size according to your budget, for example 512 for third person games or 256 for RTS games.

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POLYGONMAKER:

We have been helping developers achieve their dreams since 2011.

Our packs should works out of the box and have no glitches.

Please contact us [here](#) if you find any issue and we will solve it ASAP.

Due to the amount of packs it might take some time for some big update, but our goal is to keep all our packs to the same standards.

Feel free to contact us in case of any doubt, issues, suggestions or anything that come to your mind.