



Character Pack: Zombie Survival v4.5.0

NOTE for previous Zombie Survival pack version users

BEFORE UPDATING: backwards compatibility with Unity projects using version 4.4.0 is not guaranteed, see changelog v.4.5.0 for further details. Do NOT update if your project is at a critical stage. (See full list of all changes in the “Releases” tab in the store page.)

In version v4.3.0 all characters and item FBX now have Y axis facing upwards and all FBX objects are scaled to X:1, Y:1, Z:1 and located, rotated to X:0, Y:0, Z:0 by default. All characters have minor skinning fixes, especially on hands.

In version v4.5.0 most assets have been renamed to match our modern naming conventions. The folder structure has been partially remade as well.

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Description

Character pack consisting of zombie themed characters with four survivors and four zombies in an action-packed, colorful style. Contains 8 fully textured, rigged and animated low poly character models - all mecanim humanoid compatible! With the 2023 free update the pack now contains a bow with an arrow, a knife, and a pistol with a magazine and a bullet.

Includes over 310 high quality animations. Animator controller (state machine) and simple movement, wielding, item holding, accessory attachments (e.g. back bags) and aiming scripts included.

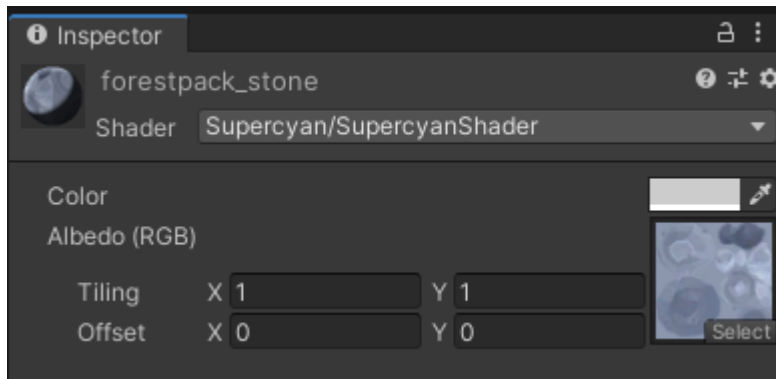
Details

- 8 mecanim humanoid compatible character models
 - Polycount ranges from 1800 to 3000
 - Rig contains 28 bones
 - Rigs created with four bones per vertex for optimized performance
 - No transparent textures or backface-culling used
 - FBX version is 2011
- Over 310 mecanim humanoid animations
 - Full animation list can be found in the document on our website
www.supercyanassets.com/animations
 - All animations animated 60 frames per second
 - Simple animator controller with all the animations
 - *Note: Compatibility with humanoids outside Supercyan Character Packs not guaranteed*
- Two 1024x1024 textures for each character
 - One for body, one for head and hair
 - Photoshop (.PSD) files with UW maps included



- Multiple materials for each character
 - One for body, one for head and hair
 - High and mobile quality versions of each material
- Multiple prefabs of each character
 - Basic prefab
 - Prefab with simple aiming script and animator controller
 - High and mobile quality versions of each prefab
- 8 Appearance Objects used by the Supercyan Character Maker
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 4.1.0 this shader replaces the older "CelShader". HDRP and URP/LWRP are not supported.
- Older Supercyan "CelShader" shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- 3 bag items (Previously the bags were modeled in the same mesh as the survivors. Now they are separate models.)
 - Bags share textures with the original holding characters
 - Bags have both wearable and lying on the ground variations
- 3 weapon items: a bow & an arrow, a knife, and a pistol with a magazine and a bullet
 - A bow model with the string drawn also included
 - Empty pistol magazine and empty bullet shell models also included
- 1 Additional sample item (Wooden mug)
 - Basic and with item logic attached prefabs with high quality and mobile versions
 - Mobile and high quality materials
 - ItemObject and ItemAnimationsObject

Supercyan Shader properties

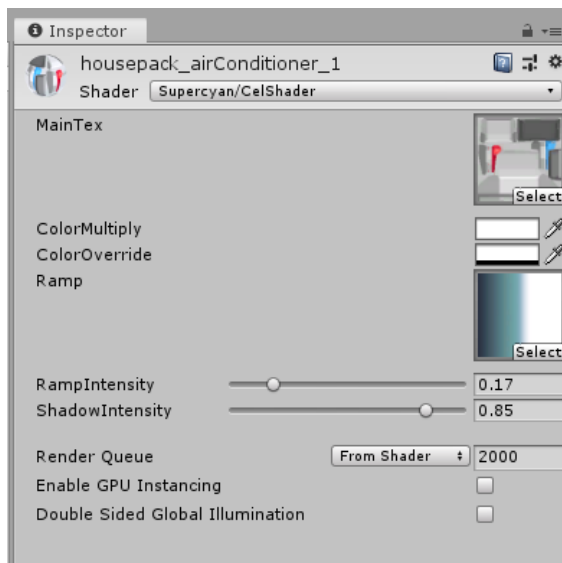


Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture



Legacy CelShader shader properties



MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency

Support

For support contact us at via email: supercyan@wearebind.com

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com