

Fighter Drone

Fighter Drone	1
Specs	1
Changing the eye color of the robot	2
Controlling the two arms of the robot	3

Specs

A rigged and animated fighter drone.
Includes an example scene (See video demo)

DEMO - <https://www.youtube.com/watch?v=YhEFwTocbsk>

Comes with 10 animations

- Idle 1
- Idle 2
- Fire (additive/can play over other anims)
- Land
- Take-off
- Hit 1
- Hit 2
- Hit 3
- Die

Model details

- Verts 7,733
- Faces 6,269
- Tris 15,390

Bone count

- 8

Comes with 6 realistic PBR materials

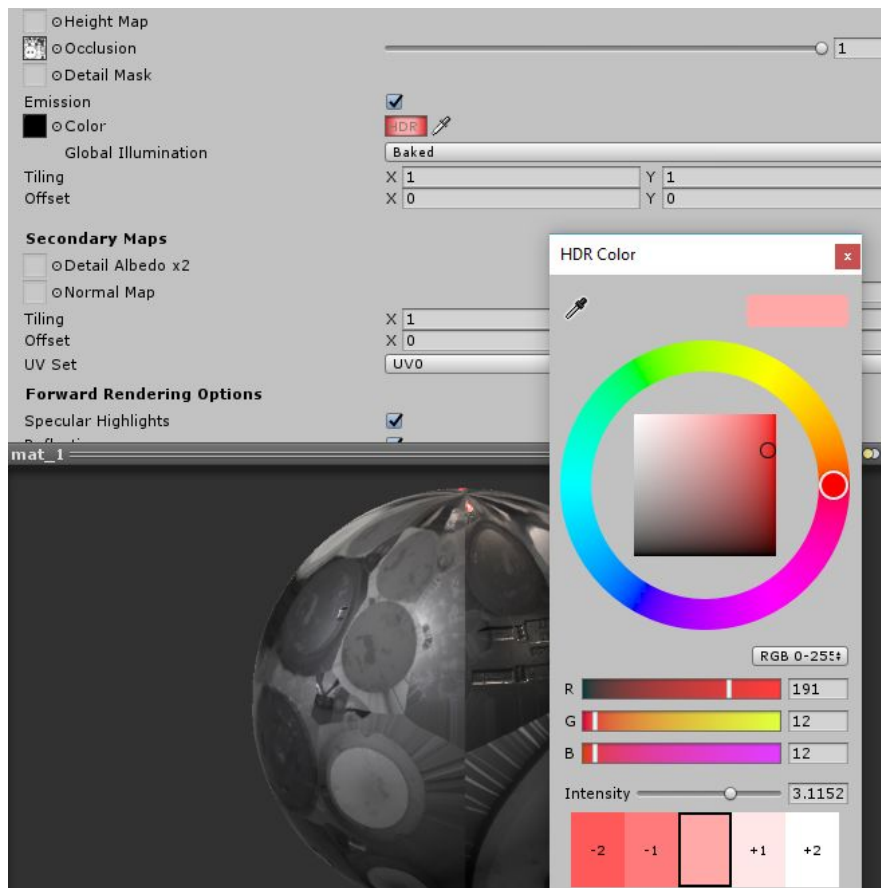
These include albedo, metallic smoothness, normal and ambient occlusion maps

Textures provided in 2048x2048

Feel free to contact me for any extra features, animations or general work.

Changing the eye color of the robot

You can change the eye color of the robot by altering the hdr color of the emission channel in the material tab, as shown below.



Controlling the two arms of the robot

You can control the two arms of the robot the same as you would any other game object. Just animate the local rotation of the bones. You can see how this is done in the demo scene, and by looking at the `demo_animator.cs` script.

For example

```
leftArm.transform.RotateAround(leftArm.transform.position,  
leftArm.transform.right, Time.deltaTime * -90f);
```

Will spin the arm around in one direction, changing '-90f' to '+90f' will spin the arm in the other direction.

You can use this to create exact animation of the arms.