

Assault Squad

Documentation & API Reference for Unity

Thanks for using this package. This toolkit is a collection of three AAA standard Modern Solider Character Models which are Rigged and animated with 61 frequently used animations for action games in Unity, plus there're 4 AAA standard gun models with separated components included.

How To Use it

1. Import the package
2. Drag the prefabs named with “Assault Solider” in the files named “1” “2” and “3” to your scene, prefab’s name ends with LOW is its LOD version
3. Remove the “Animation View” script from the prefab if it’s attached to the prefab.
4. There’re 61 animations included in the file named “Resources”.
5. All the weapon model and textures are in the Weapon Pack file.

Animations Include:

In the “Aim” file, there’re 9 animations including:

Aiming to the left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

In the “AimShoot” file, there’re 9 animations including:

Shooting to the left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

In the “Crouch” file, there’re 12 animations including:

Crouching and turning to left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

Crouching and moving forward, backward;

Crouching and aiming, shooting;

In the “Lying” file, there’re 10 animations including:

Lying and turning to left, right, up, down, forward, up-left, up-right, down-left and down-right directions;

In the “Landmine” file, there’re 6 animations including:

Laying and throwing landmine or TNT bombs;

Idle while holding landmine or TNT bombs

In the “New” file, there’re 8 animations including:

Idle while standing;

Aiming while standing;

Walking forward, backward, left and right;

Two kinds of running forward;

In the “Action” file, there’re 7 animations including:

Being hit and hurt on the left and right directions;

Jumping

Melee attacking

Two kind of Running