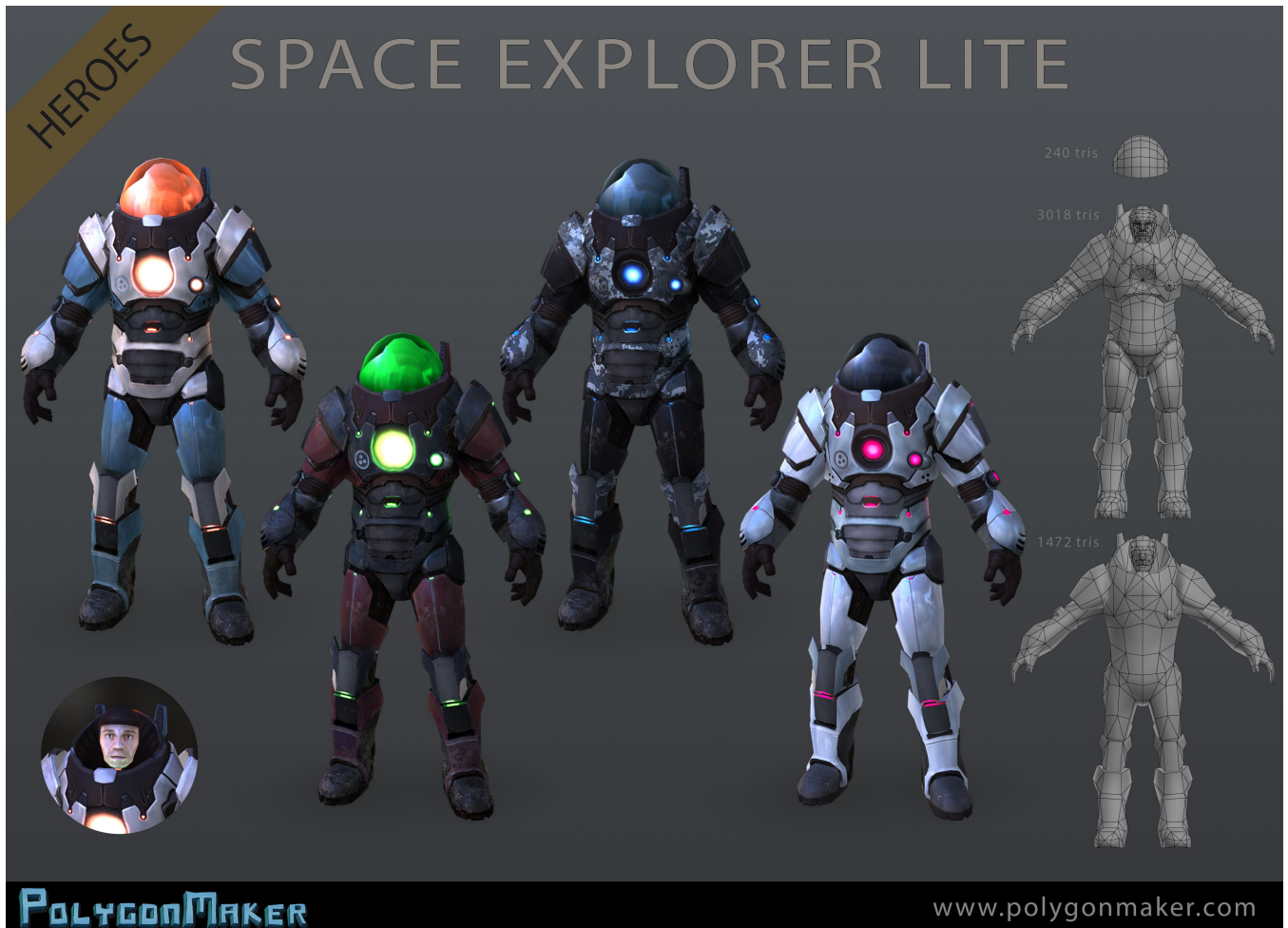


# Heroes – Space Explorer Lite

[www.polygonmaker.com](http://www.polygonmaker.com)



## How to Use

Just drag some prefab from the "Samples" folder to your scene or drag the main .fbx (barbarians.fbx) and leave only the assets you need,

There are 4 samples on the "Samples" folder ready to use.

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

In case of any problem or suggestion send a e-mail to [polygonmaker@gmail.com](mailto:polygonmaker@gmail.com)

## **Mesh**

- LOD 1:
  - Body 3018 tris
  - Helmet 240tris
- LOD 2:
  - Body 1472 tris
  - Helmet 240tris

The LOD 1 and LOD 2 use the same helmet

### **Mobile Use:**

Use the LOD according your hardware limitation

## **Materials**

The materials are set to use Standard Material (Specular Setup) default from Unity.

### **Mobile Use:**

If the current shader is too heavy for your hardware, you can try a simpler shader such as "diffuse mobile" or "unlit" using the textures from "Mobile" folder.

## Texture

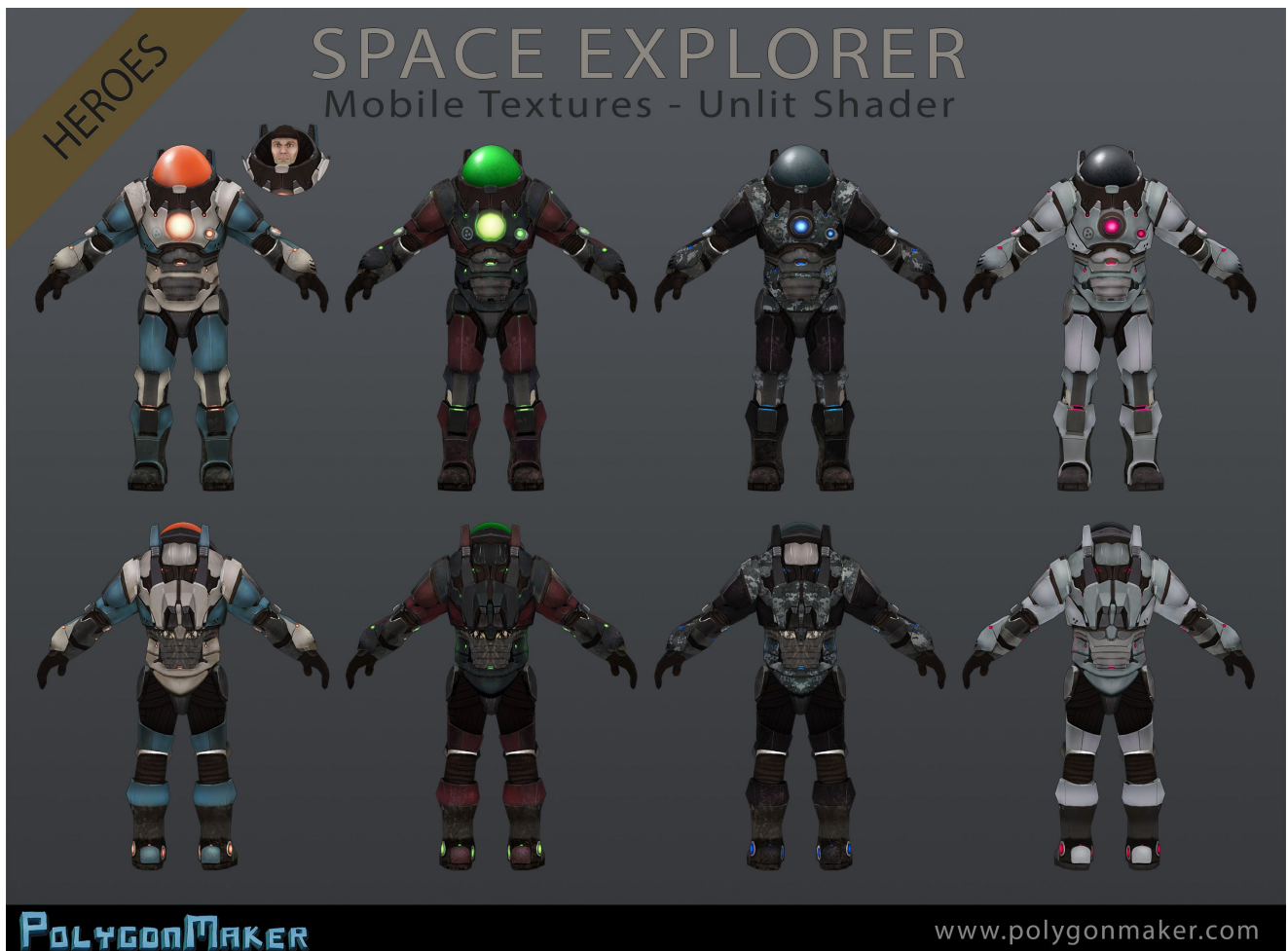
There are 2 different textures types included and 4 variations of each:

### "Mobile":

- Diffuse
- Specular (Gloss on Alpha)
- Glow Map

### "Unlit":

- Diffuse with painted specular and shadows  
*Ready to use with simple shaders*



*Mobile textures*

## **Animation**

Created with Unity Mecanim compatible rig

Clips	Start	End
idle	10.0	90.0
idle break	90.0	150.0
talk	200.0	300.0
jump	300.0	340.0
prepare	340.0	350.0
idle fight	350.0	400.0
shoot	450.0	460.0
kick	480.0	510.0
death	600.0	630.0
walk	700.0	735.0
run	750.0	775.0
hover	800.0	850.0
flying	870.0	895.0

### **Creating new animations:**

There is a .zip files at "Extra content" folder that can be used to create new animations. The characters are made using 3dsmax 2011 and the bones are made using CAT system. There are three folders in this file:

- bones: include all bones and must be exported
- helpers: helpers that don't need to be exported
- mesh: mesh to better check the animation.

## **FX**

It has been included a fx on the "Samples" folder.

Check it in action at [www.polygonmaker.com](http://www.polygonmaker.com) pressing "9" and "0"

## **Legacy Animations**

Just change the Rig from the main fbx to Legacy instead Humanoid. Everything should works just fine.