

FANTASY HORDE - ORC

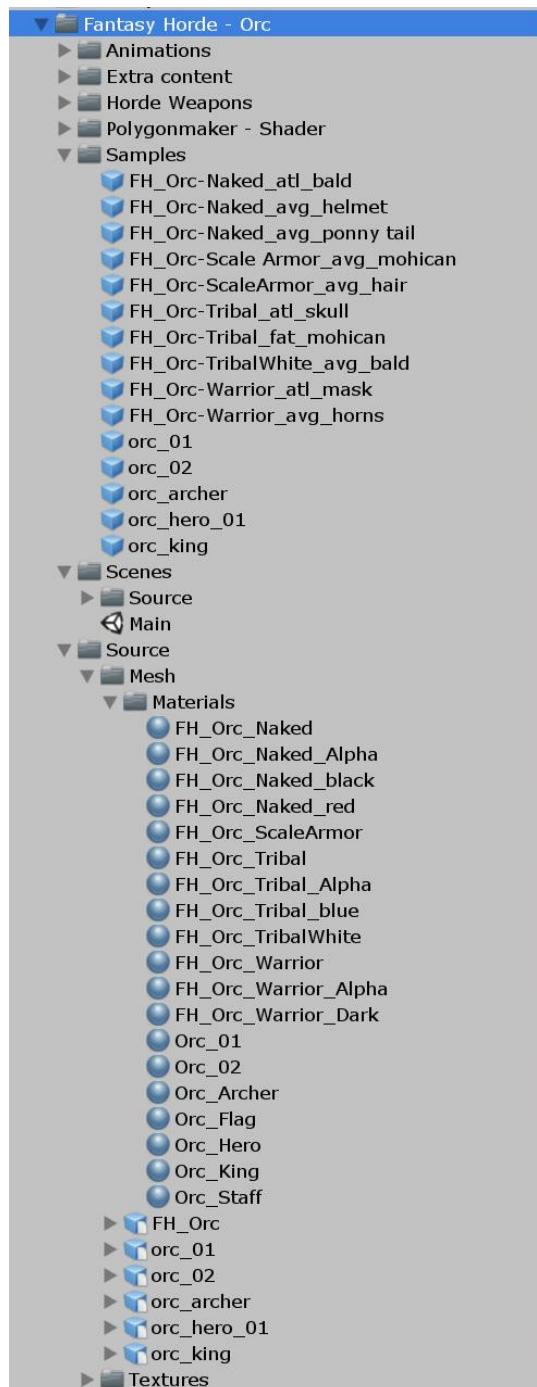
Thanks for purchasing a Polygonmaker Pack!

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 contact@polygonmaker.com



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.

POLYGONMAKER SHADERS

Some shaders used on the render of Polygonmaker packs.

www.polygonmaker.com

SAMPLES

Some prefabs made using the existing assets.



SCENES

Basic demo scene

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.

TEXTURES

The textures are located here.

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.

Mobile Use

MATERIALS

Change from Standard to Mobile Diffuse depending of your budget.

TEXTURES

Set the Max Size according your budget. (E.g. 512 for third person games or 256 for RTS games)

There is a mask texture that can be used to mask colors to tint the characters. (Available on some shaders including some Polygonmaker shaders supplied)