# Adventurer Pack - Goblin Weapons

*www.polygonmaker.com*



## *How to Use*

Just drag some prefab from the "Prefabs" folder to your scene.

There are 9 prefabs on the "Prefabs" 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

## *Mesh*



The total polycount (tris) per model is shown on the image above.

There are three FBX:

- goblin_weapons
- goblin_bow (animated)
- goblin_shield

## *Materials*

The materials are set to use "Standard" 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 for the shield and one texture atlas for the weapons:
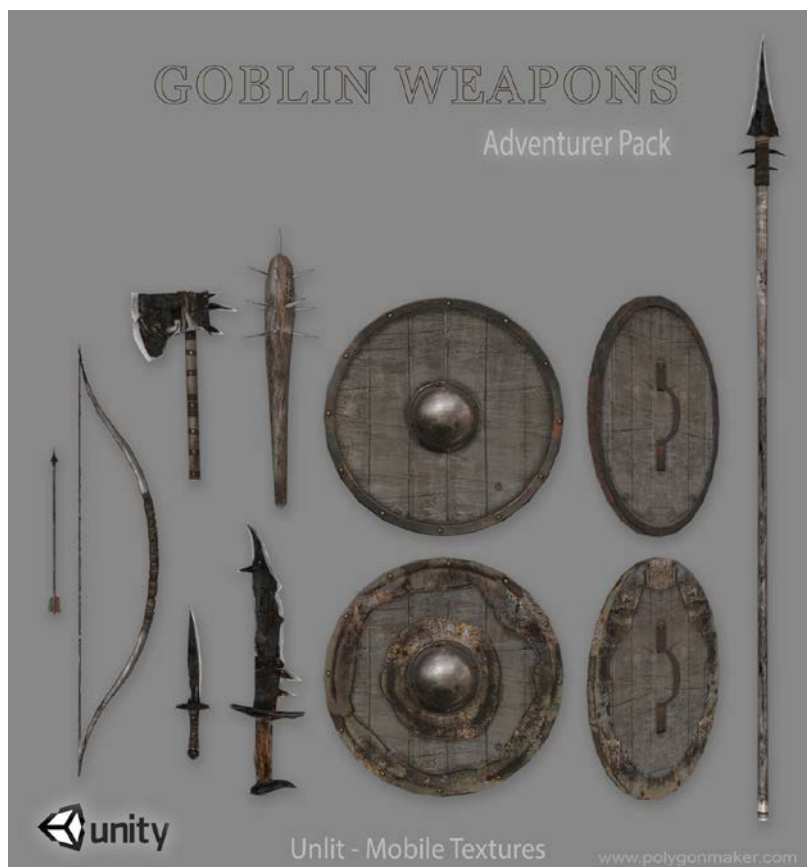
"PBR":

- Diffuse (with alpha)
- Specular (colored)
- Gloss (Alpha of specular)
- Normal Map
- Occlusion

"Mobile":

- Diffuse with painted specular and shadows

*Ready to use with simple shaders*



***Mobile textures***

## Animation

The bow has two animations:

Prepare: frames 0-15

Shoot: frames 15-25