



Character Pack: Hospital Staff 1.0.0

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Description

If your digital characters need medical surgery or just temperature check our Supercyan hospital staff is here to help! This hospital staff contains medical students, doctors, nurses and surgeons. The pack also includes over 20 different kinds of medical supplies including a hospital bed. Hospital staff pack works great with other Supercyan character packs like [Common people](#) and [Survival](#).

Like all Supercyan character packs, this pack includes over 310 high quality animations including few hospital themed. Animator controller (state machine) and simple movement, wielding, item holding, accessory attachments (e.g. back bags) and aiming scripts included.

Character details

- 8 mecanim humanoid compatible character models
 - By average the vertex count is 2430 and triangle count 4695
 - Rig contains 28 bones
 - Rigs skinned with max four bones per vertex
 - By default 3 characters use transparent textures on glasses (mobile materials do not have transparency by default)
- Two apron wearing workers, two cashier workers, two vest wearing workers and two collared shirt managers
- Two skin texture variations for each character
- Over 310 mecanim humanoid animations
 - Full animation list can be found in the document on our website www.supercyanassets.com/animations
 - All animations animated 60 frames per second
 - Simple animator controller with all the animations
 - *Note: Compatibility with humanoids outside Supercyan Character Packs not guaranteed*
- Two 1024x1024 textures for each character
 - One for body, one for head, hair and "headgear" (glasses and earrings etc.)
 - Photoshop (.PSD) files with UW maps included
- Multiple materials for each character
 - One for body, one for head and hair
 - High and mobile quality versions of each material
- Multiple prefabs of each character
 - Basic prefab

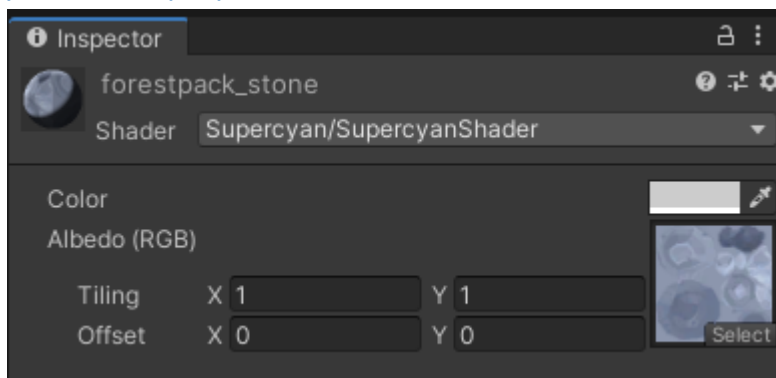


- o Prefab with simple aiming script and animator controller
- o High and mobile quality versions of each prefab
- Test scene featuring all characters and animations
- Pack uses a custom made Supercyan Shader in all character materials. HDRP and URP/LWRP are not supported.
- Older Supercyan “CelShader” shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.

Additional object details

- 3 syringe models (normal, normal filled, big) (1 texture)
- 1 syringe package (1 texture)
- 1 drip stand (with 2 drips with tubing and spike) (1 texture)
- 1 folder (1 texture)
- 1 file folder (closed and open version) (2 textures)
- 1 hand sanitizer (1 texture)
- 1 infrared thermometer (1 texture)
- 1 steel trolley (1 texture)
- 1 digital thermometer (1 texture)
- 1 stethoscope (1 texture)
- 1 scalpel (1 texture)
- 1 swab (in tube cover and single) (1 texture)
- 1 hospital bed (1 texture)
- 2 metal medical trays (1 texture)
- 1 tissue box (open and unopened version) (1 texture)
- 2 pills (round and long) (1 texture)
- 2 pill sheets (for round and long pills) (1 texture)
- 2 pill boxes (red and blue versions) (1 texture)
- 2 medical bottles (small and big) (1 texture)
- 2 surgical scissors (curved and straight) (1 texture)
- 1 A4 with 4 different paper textures
- 1 clipboard (2 textures)
- 1 poster set, with 2 frames and 3 different poster textures
- 2 masks (1 texture)

Supercyan Shader properties

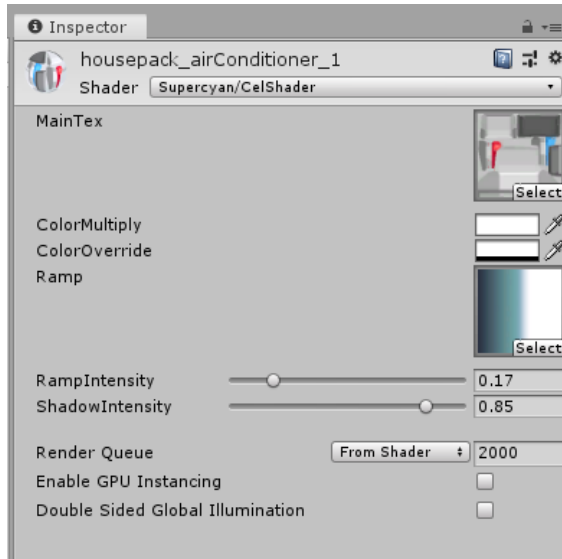




Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture

Legacy CelShader shader properties



MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency

Support

For support contact us at via email: supercyan@wearebind.com

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com