

Fantasy Horde - Wizards

www.polygonmaker.com

How to Use

Drag the FH_Wizards.FBX ("assets" folder) to your scene, delete the accessories and body parts you do not want them and then drag the material on it.

There are 10 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



Samples

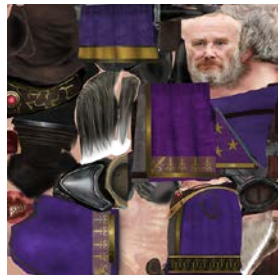
Mesh

The total polycount (tris) per model goes from 1700 (no accessories) to 2500 (full gear).
There are one .fbx file with all accessories and two .fbx files with extra animations.
There are two body types and three different heads.
Some accessories are rigged with the character bones, others are just attached.

Texture

There are 10 different body and accessories textures, 1 weapons texture.

Those textures are divided in color with transparency and specular map (Glossiness as alpha).



Color map



Specular map

Animation

This is the animation list:

:

Name	Star	End	WrapMode	Loop	
idle	0	120	Loop	<input checked="" type="checkbox"/>	⊖
idle break	120	190	Default	<input type="checkbox"/>	⊖
talk	190	290	Default	<input type="checkbox"/>	⊖
salute	290	340	Default	<input type="checkbox"/>	⊖
crouch	340	365	Default	<input type="checkbox"/>	⊖
die1	370	440	Default	<input type="checkbox"/>	⊖
die2	450	480	Default	<input type="checkbox"/>	⊖
cast1	490	525	Default	<input type="checkbox"/>	⊖
cast2	525	560	Default	<input type="checkbox"/>	⊖
cast3	560	600	Default	<input type="checkbox"/>	⊖
cast3loop	570	590	Loop	<input checked="" type="checkbox"/>	⊖
cast4	620	645	Default	<input type="checkbox"/>	⊖
cast5	670	710	Default	<input type="checkbox"/>	⊖
cast6	710	750	Default	<input type="checkbox"/>	⊖
hit	600	620	Default	<input type="checkbox"/>	⊖
attack1	645	670	Default	<input type="checkbox"/>	⊖
block	760	785	Default	<input type="checkbox"/>	⊖
jump	805	850	Default	<input type="checkbox"/>	⊖
sit idle	965	1005	Default	<input type="checkbox"/>	⊖
sit cheers	1005	1045	Default	<input type="checkbox"/>	⊖
attack2	1050	1080	Default	<input type="checkbox"/>	⊖
run	0	30	Loop	<input checked="" type="checkbox"/>	⊖
walk	0	35	Loop	<input checked="" type="checkbox"/>	⊖

Creating new animations: There is a 3dsmax files at "Extra content" folder that can be used to create new animations. The bones are made using CAT system from 3dsmax. 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.

The files are in idle pose to help your animation and don't include any animation.

JUMP ANIMATION:

-Jump Complete: The character do a complete jump animation. (frames: 805-850)

-Jump Simple: The character just push his legs, this could works better in some cases. (frames: 815-825) . Not included on the animation clip list.