



# City People FREE Samples

Welcome to the **City People FREE Samples**! This package provides a group of city characters to bring life to your Unity projects. This is a subset of **City People Mega-Pack** which contains 120+ of diverse characters.

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## Introduction

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These characters packs are designed to populate your urban environments with a rich variety of animated characters. The Polyart style provides optimized characters, making them suitable for low-end devices and AR/VR simulations.

## What's New in v1.4.0

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- **Added two more characters!!:** Construction guy and girl with prosthetic leg.
- Added construction tools and specific animations and demonstrative script.
- Included material converter patch for both ways URP and Built-in
- A Christmas hat!

## Quick Start

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1. **Import the Package:** Download and import into your Unity project.
2. **Explore Demo Scenes:** Open the demo scenes to see the characters in action!
3. **URP/Built-in Setup:** Package materials import by default as URP (Models will appear pink on Built-in), to convert to Built-in go to **URP&Built-in** folder and double click the **convert-to-BUILT-IN** package patch.
4. From **Prefabs** folder drag & drop any character to your own scene.

## Animations

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- **Standard Characters:** A set of common animations suitable to most characters.
  - Walking (6)
  - Running (4)
  - Idle (6)
  - Dancing (5)
  - Warming Up

- Construction tool usage (7): Drill, Hammer, Handsaw, Pipewrench, Screwdriver, Wrench, Swap tool.

## Scripts

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### CityPeople Component Script

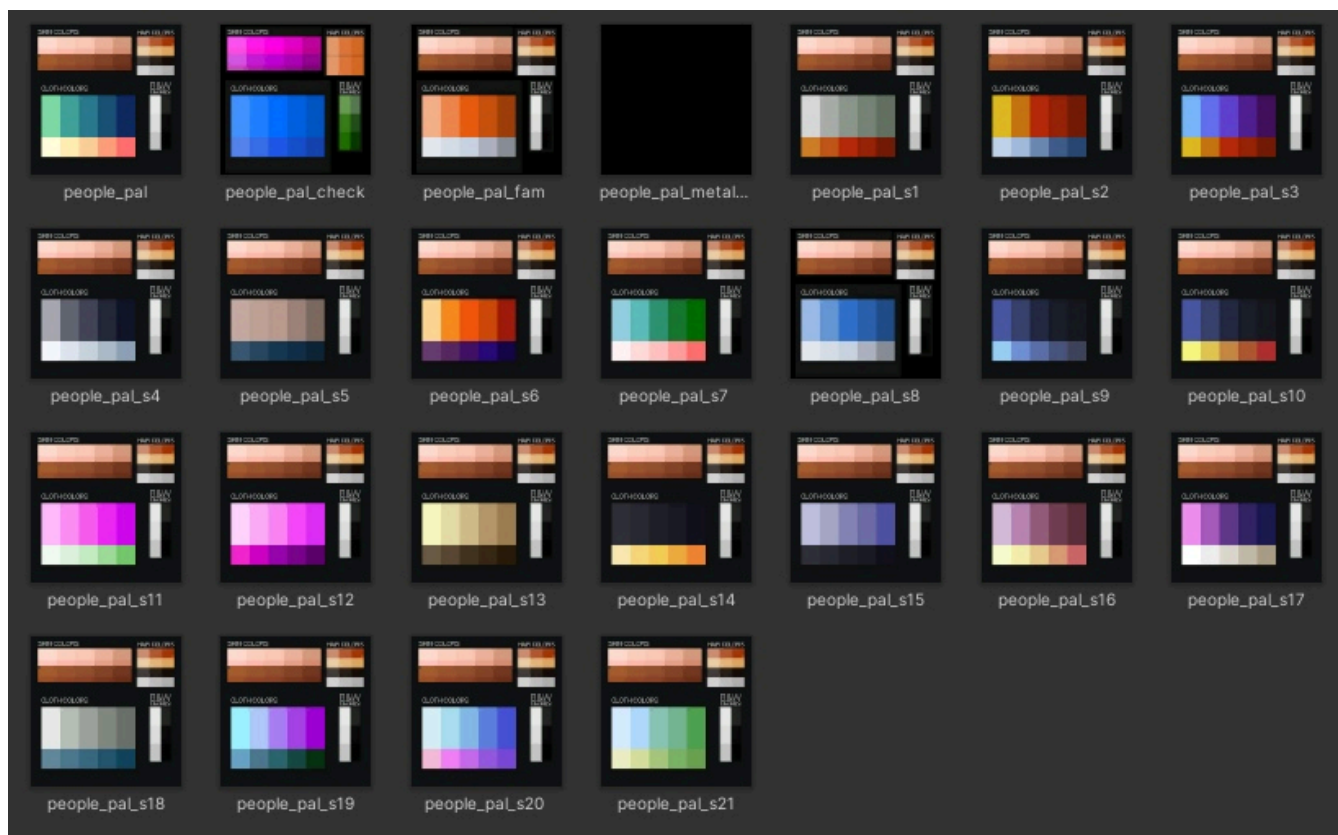
This component script offers basic functionality to show the basic animations and switch palette material.

### SwapAndToolController

Located For the construction worker demonstrate how to periodically switch to a random tool and play the matching animation in a loop.

## Palette System and UV

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The characters UV have been mapped in a way to make easy the switching of palettes. These textures (acting as palettes) have a standardized structure with areas corresponding to different surfaces of the characters:

- Skin colors
- Hair colors
- Clothes colors

- Dark and Light details.

A single texture/material pair can be applied to all the characters in this package. And any texture/material can be applied to any character.

Free tool [DA Poly Paint](#) can be used to further modify the UV 'painting' by model with ease.

## SRP Support

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Current version default to URP (Universal Render Pipeline). Follow the steps to convert to Built-in or rollback to URP at any time.

1. Navigate to folder **CityPeople/URP&Built-in**
2. Double click one of the following packages to apply the patch:
  - **Convert-to-BUILT-IN**
  - **Convert-to-URP**

Note about HDRP: While not converter patch is provided, supporting HDRP would need a few standard steps. Using the material conversion wizard and adjusting lighting accordingly.

## Support

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If you have any questions or need assistance:

- **Email:** [denys.almaral@gmail.com](mailto:denys.almaral@gmail.com)
- **Website:** [DenysAlmaral.com](http://DenysAlmaral.com)
- **Forum:** [Github Discussions](#)

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Thank you for downloading **City People FREE Samples**. We hope these assets help you create engaging and fun Unity projects!