



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

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

- **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

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

- **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

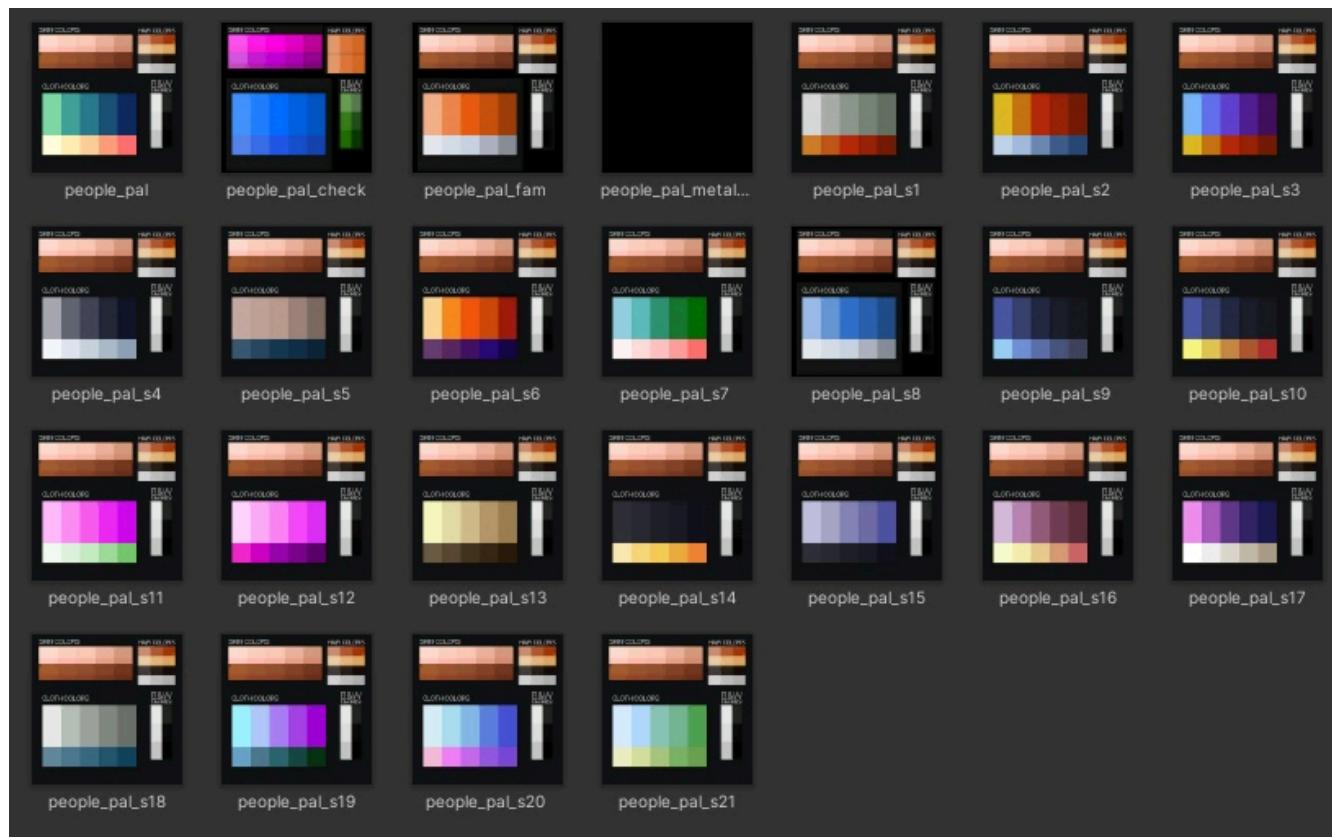
CityPeople Component Script

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



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

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 no converter patch is provided, supporting HDRP would need a few standard steps. Using the material conversion wizard and adjusting lighting accordingly.

Support

If you have any questions or need assistance:

- **Email:** denys.almaral@gmail.com
 - **Website:** 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!