2D Military Warriors Sprites Pack

Content

Demo folder which contains a showcase of all main sprites.

In Animations folder animator and clips for Characters that follow this structure.

In Files folder you can find a zip archive with a vector graphics source file (Illustrator).

In Sprites folder you can find:
- Character folder (Body, Head and Healthbar sprites)
- Effects (Circle for shadow, Flashes for weapons and Splashes sprites)
- Head Items (hats sprites)
- Vehicles (combined and separate sprites sprites (gun and bases) for vehicles)
- Weapons (sprites for each character class: Graneder, Melee, Shooter, Sniper)

In Prefabs folder you can find:
1) Character
2) Shadow
3) VehicleBase

Duplicate or recreate them for your game needs.

Important:
- All sprites are ready to be packed with unity Sprite atlas.

Create Unity SpriteAtlas to optimize build size and reduce draw calls in your game. You can create one atlas in the Sprites folder, add sprite folders to 'Objects for packing'.
For more information about sprite atlas read unity documentation.
- Each sprite import settings max size varies from 128 pixels in sprite settings. If you feel that some sprites are blurry then increase max size.

Characters structure
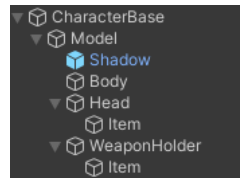
Change "Body" object color by changing SpriteRenderer component color property.
Change "Head/Item" object sprite with SpriteRenderer and adjust its local position.
Change "WeaponHolder/Item" object sprite with SpriteRenderer and adjust its local position.
"CharacterBase" has animator on it. Don't rename "Shadow", "Body", "Head", "WeaponHolder" as they are used by animator, or you can create your own animations with new names.
Fit sprite renderer order in layer which depends on your game.

Vehicle structure

Change Vehicle sprite in "Sprite" object SpriteRenderer.
Adjust the "Shadow" scale to fit the vehicle sprite.
You duplicate "Sprite" and set the vehicle's weapon and put it in target position to animate it with code or animator. This asset doesn't contain premade animations for Vehicles, but you can do it similar to Character setup.

Demo Scene

Demo.scene located in Demo folder. Open it and run playmode.
Use UI buttons, A and D, Left and Right arrows to swap between previews

Troubleshooting

1. Sprites order incorrect in prefab.
   - Try changing the SpriteRenderer "Order in Layer" property to a higher value on sprites that should be drawn on top.
2. I want to add new animations to characters.
   - Read the [animator controller manual](#).
     You need to duplicate one of the existing clips in the Animations folder.
     Add this animation to the Character.controller that located the same folder.
     Open the Animation window (Window/Animation/Animation) and remove all keys after 0 frame (keep 0 frame keys). Then turn on recording mode in the Animation window and add your custom keys.

Big thanks!

For purchasing the asset.
Please, don't forget to leave a review. It will help us to grow up!