

# Annette Dill

- female battler -

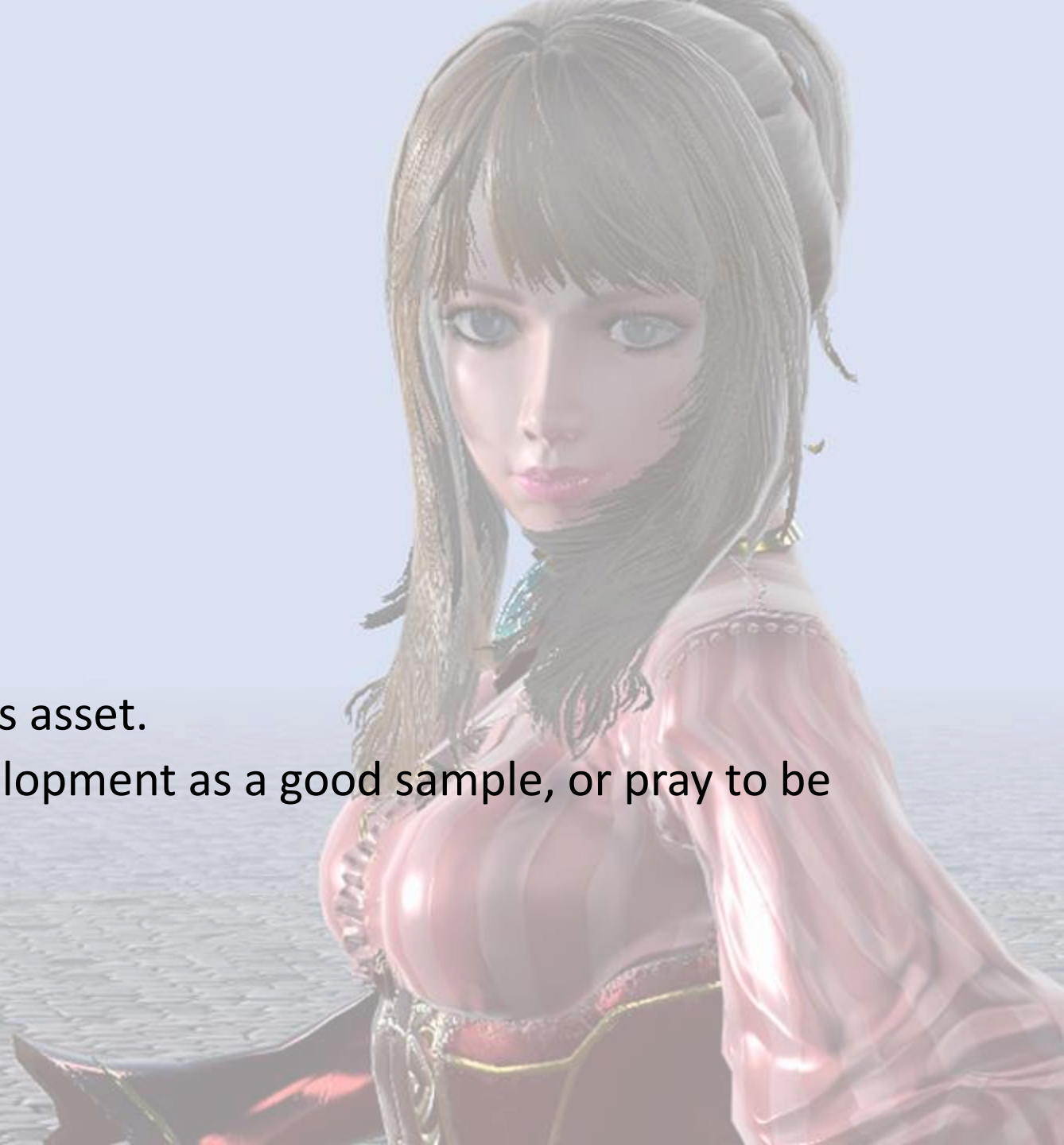


## ■ Asset name

Annette Dill - female battler -

## ■ At first

Thank you very much to download this asset.  
I pray this character for your game development as a good sample, or pray to be used in the actual game.  
Thank you:)



# ■ About 3D Model

## character outfit\_00 :

High : 18366 Tris , 13414 verts , 156 Joint (2 texture set, 5 material.)

Low 0 : 10503 Tris , 8411 verts , 132 Joint

2 texture set, 4 material. (shared the same texture with high model.)

Low 1 : 5941 Tris , 5144 verts , 60 Joint (2 texture set, 4 material.)

SD Model : 5917 Tris , 5145 verts , 60 Joint

2 texture set, 4 material. (shared the same texture with Low 1 model.)

All of texture size is 2048 x 2048.

## character outfit\_01 :

High : 17890 Tris , 12674 verts , 130 Joint (2 texture set, 5 material.)

Low 0 : 10395 Tris , 7970 verts , 116 Joint

2 texture set, 4 material. (shared the same texture with high model.)

Low 1 : 5937 Tris , 4868 verts , 44 Joint (2 texture set, 4 material.)

SD Model : 5913 Tris , 4863 verts , 44 Joint

2 texture set, 4 material. (shared the same texture with Low 1 model.)

All of texture size is 2048 x 2048.



# ■ About 3D Model

## SideBag :

High : 650 Tris , 563 verts , no skinned

Low : 385 Tris , 398 verts , no skinned

sideBag model uses 1 texture set with 1 Material. Texture size is 1024 x 1024.

## Weapon\_00 :

High Model : 3328 Tris , 4027 verts , 7 Joint

Low 0 : 2082 Tris , 2824 verts , 7 Joint

Low 1 : 1525 Tris , 2177 verts , no skinned

SD Model : 1525 Tris , 2180 verts , no skinned

Weapon model uses 1 texture set with 1 Material. Texture size is 2048 x 2048.



# ■ About 3D Model

## Weapon\_01(Axe) :

High Model : 854 Tris , 832 verts , no skinned

Low 0 : 618 Tris , 662 verts , no skinned

SD Model : 618 Tris , 662 verts , no skinned

Weapon model uses 1 texture set with 1 Material. Texture size is 2048 x 2048.

## Weapon\_02(Gun) :

High Model : 1994 Tris , 2397 verts , 6 Joint

Low 0 : 1293 Tris , 1669 verts , 6 Joint

Low 1 : 1129 Tris , 1447 verts , no skinned

SD Model : 1129 Tris , 1447 verts , no skinned

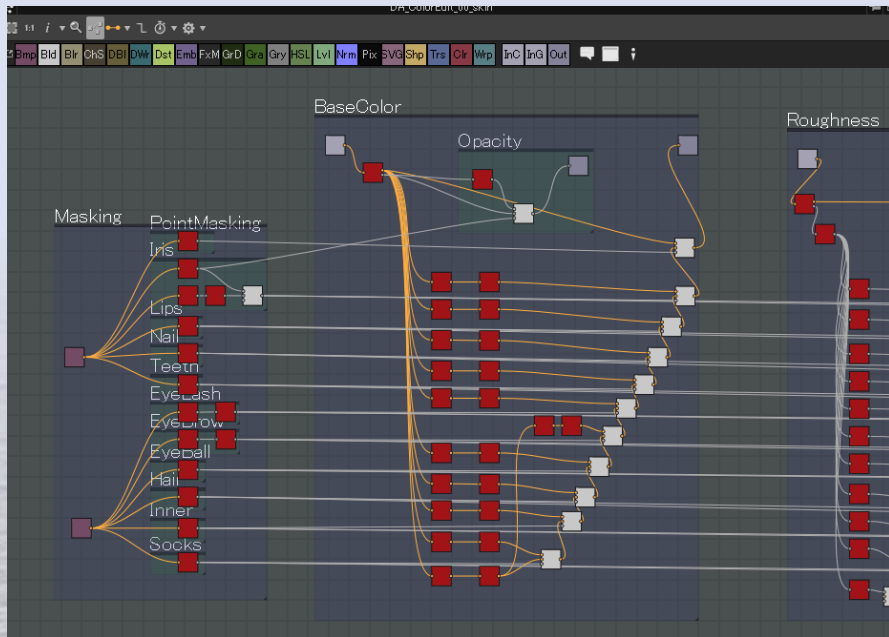
Weapon model uses 1 texture set with 1 Material. Texture size is 2048 x 2048.



# ■ Procedural material

This asset package contains procedural material made with Substance Designer. Procedural material is several parameters.

Each parameters affect the color of texture(in this case, Albedo map and Metallic / Smoothness map)



In Substance Designer.

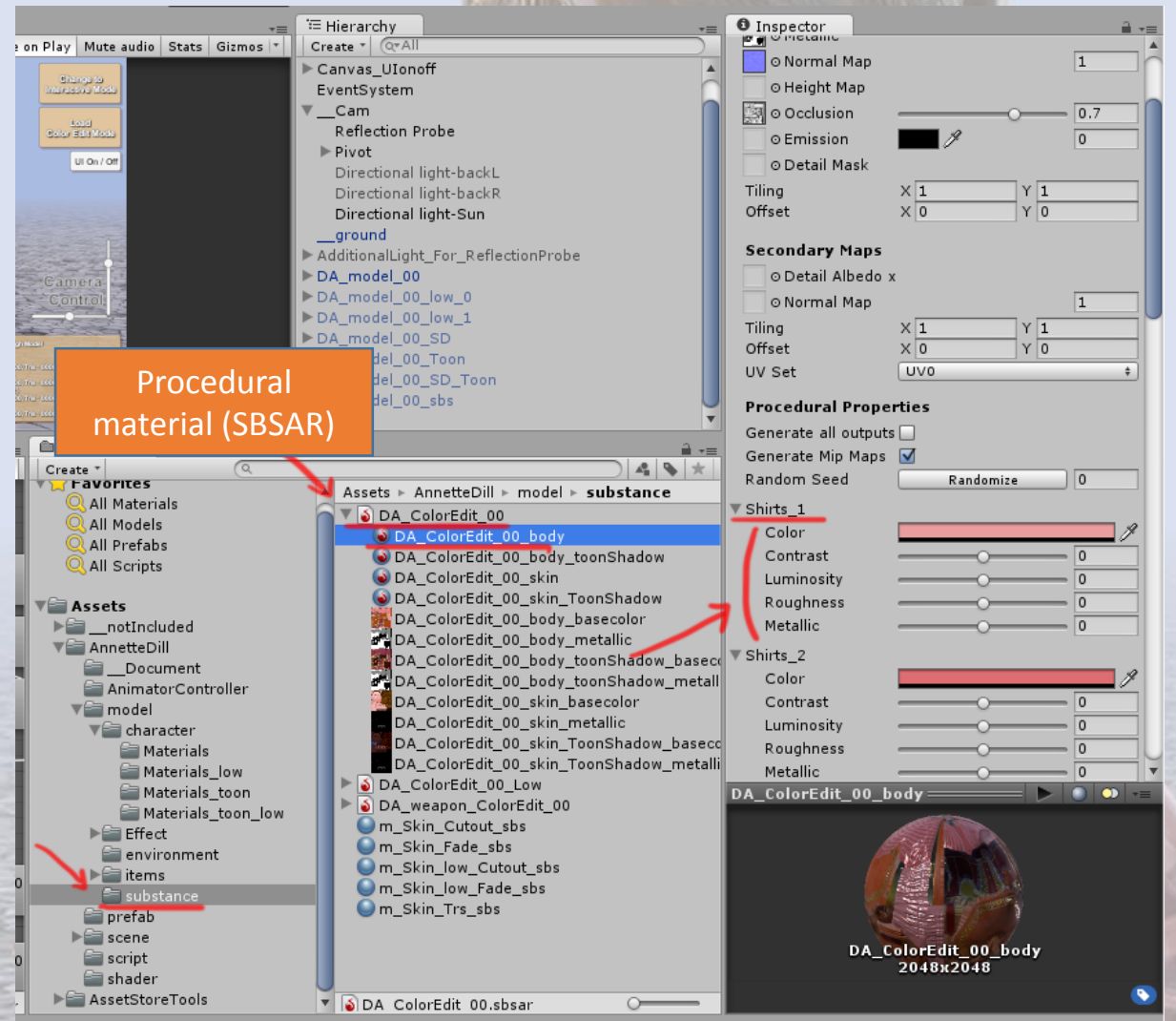
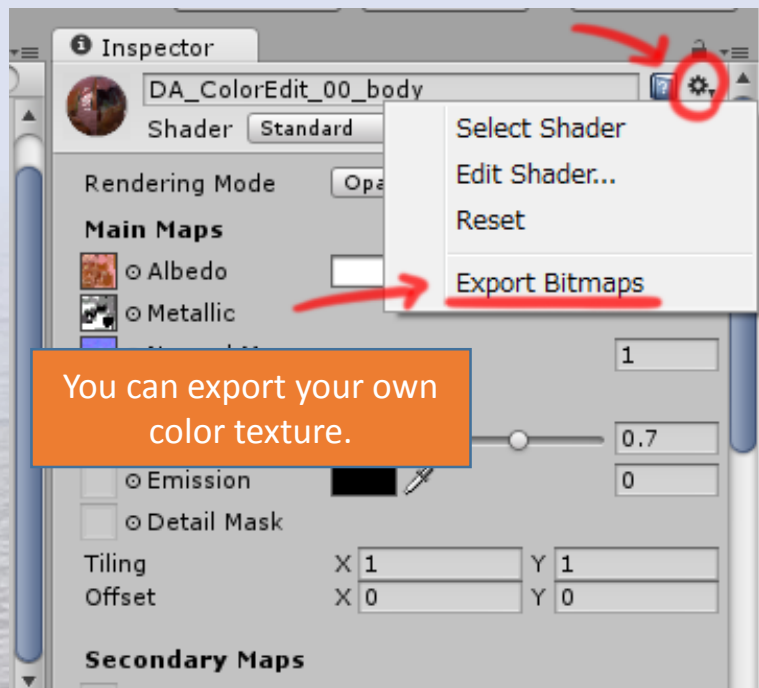


Real time Color Edit

# ■ Procedural material

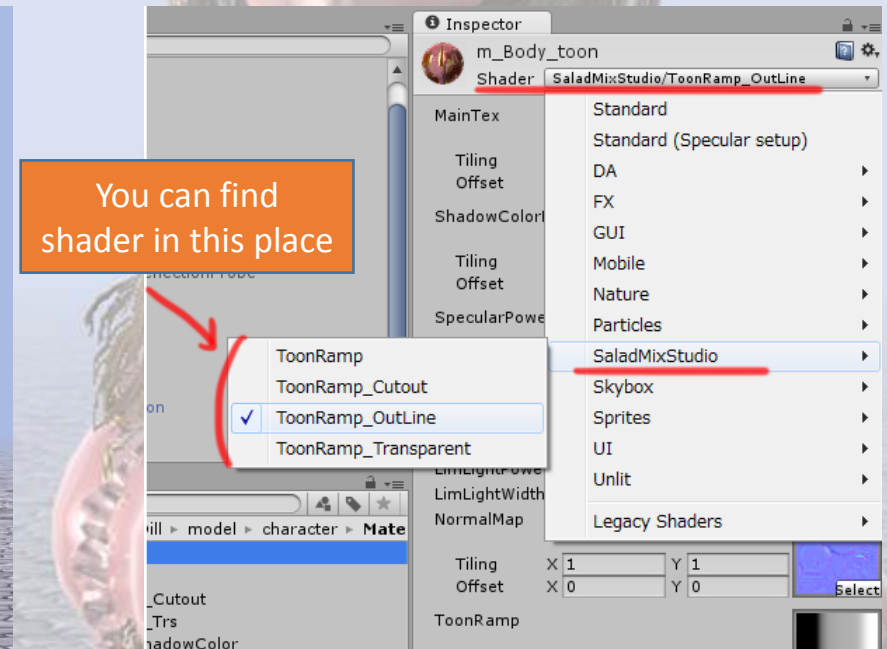
Procedural material can work with realtime game play.

Also in Editor, you can save your own color texture as bitmap and you can reuse it with non-procedural material.



# ■ Custom Toon Shader

You can find new shader in shader list [SaladMixStudio/ToonRamp\_????].  
All of this made with Shader Forge.  
So you can edit shader easily with Shader Forge.





# ■ Custom Toon Shader

## Parameter of Toon Shader

- MainTex is base color texture.
- Shadow Color Map is second color texture.

This map will be blended with MainTex in shadow area.

- Specular Power Map is same as Glossiness Map.
- Toon ramp map adjust shadow to posterized shadow .

if toon ramp color is black, it will be colorized to color of ShadowColorMap.

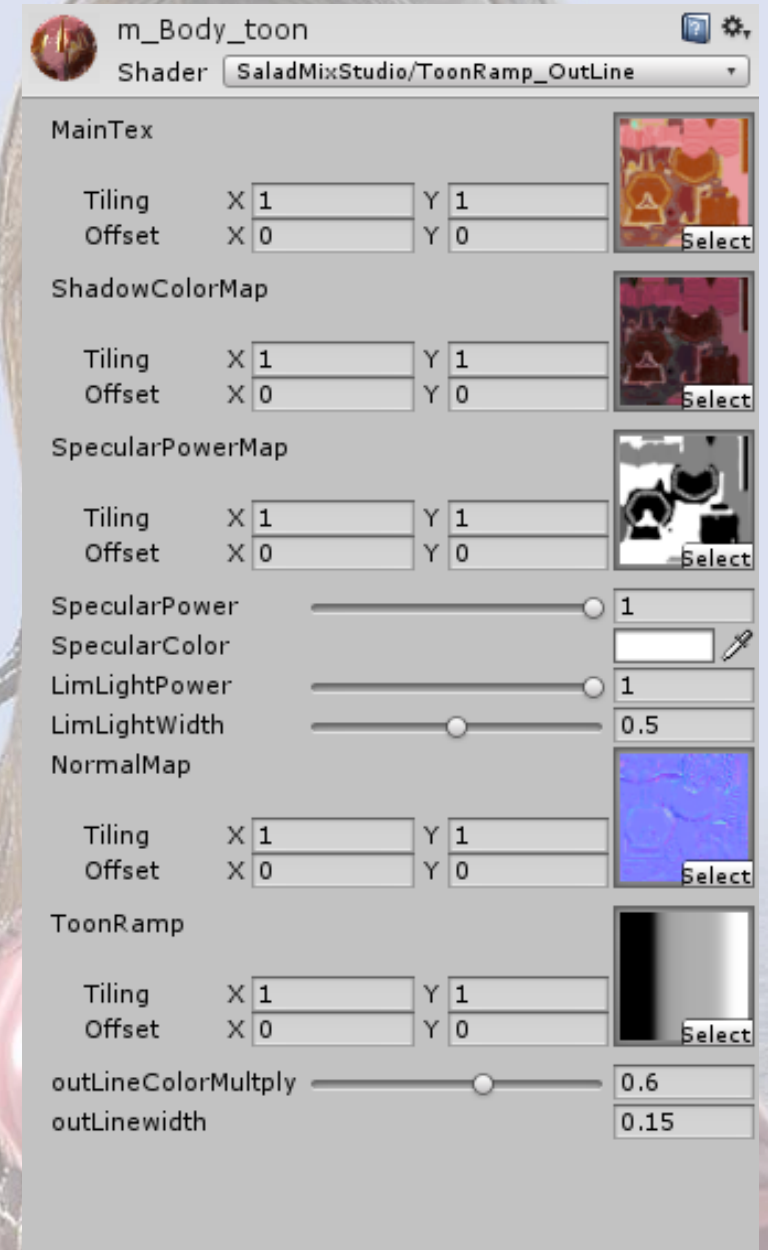
And blended with black to gray.

gradation of black to gray, its color is MainTex blended with ShadowColorMap.

In gray(50%) area, MainTex color will be used.

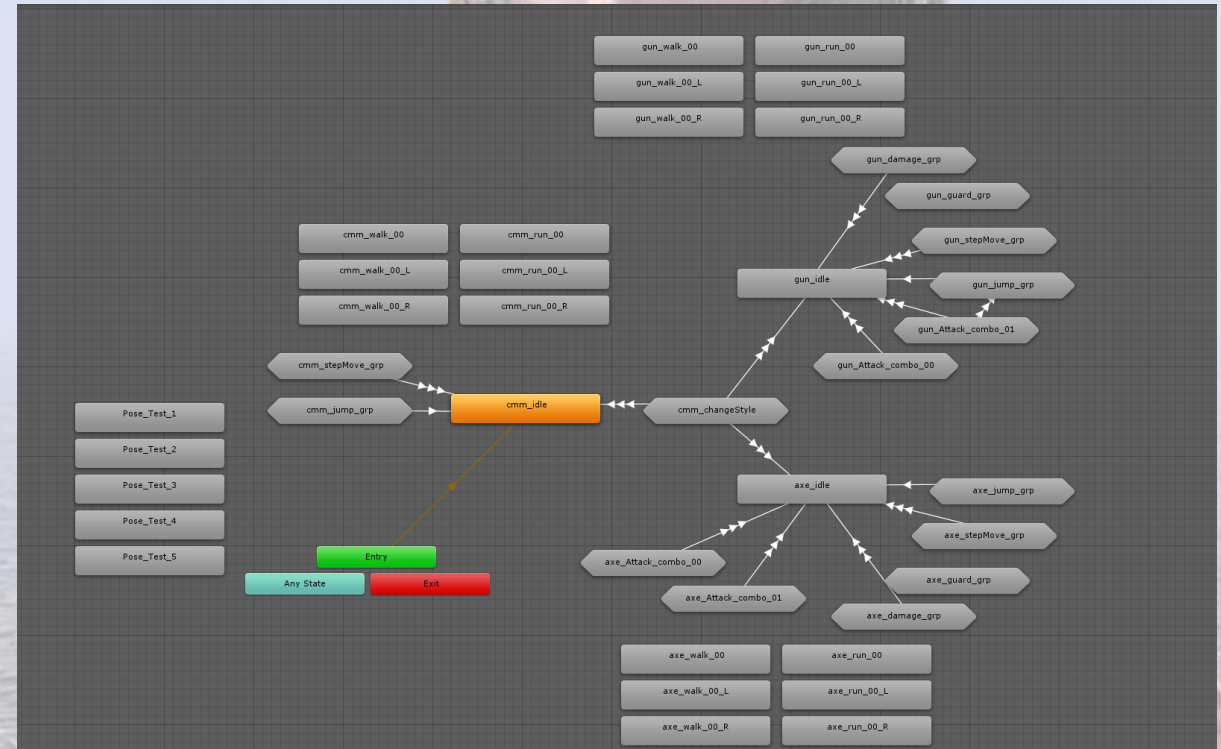
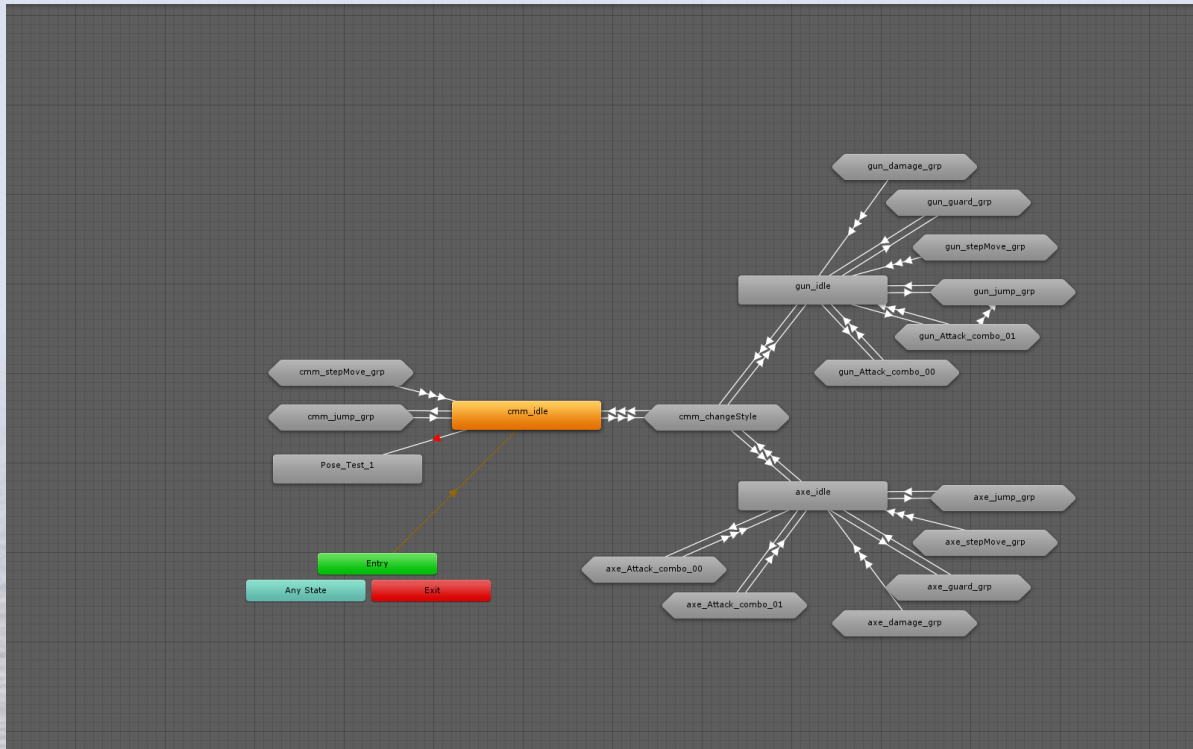
gradation of gray to white, it will be changed to color that MainTex color blended with specular power.

- OutlineColorMultiply is control of Outline Color
- If OutlineColorMultiply is zero, Outline Color is Black.
- If OutlineColorMultiply is one, Outline Color is same as ShadowColorMap color.



# Animation

70+ animations.(mecanim humanoid)  
sample animator controller included.



# ■ About Demo scene

viewer mode - you can see the model and the animation one by one.

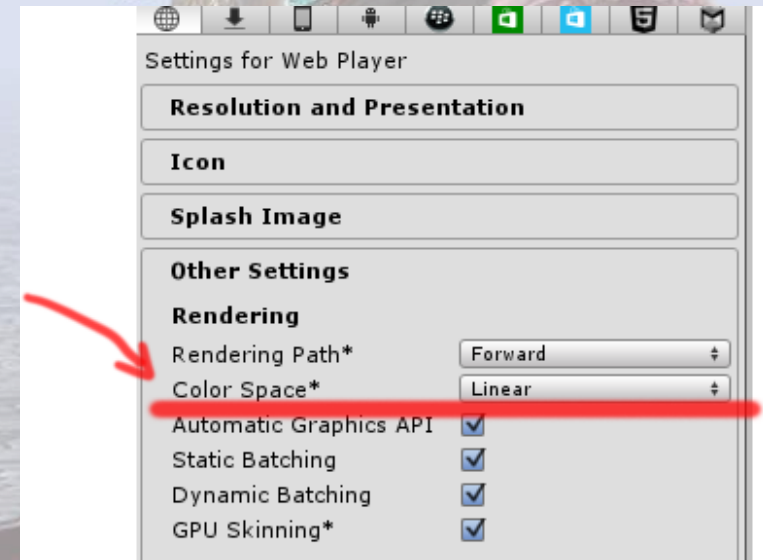
Interactive mode - you can check it feels like play games.

ColorEdit mode - You can repaint character color to your own color.  
and also you can play it in viewer or interactive mode.

Animator controller contains two types for viewer mode, Interactive mode.

All of screenshots, demo scene is working in Linear Space.

Please note that in Gamma Space will be slightly brighter color than screenshots.



# ■ About Demo scene

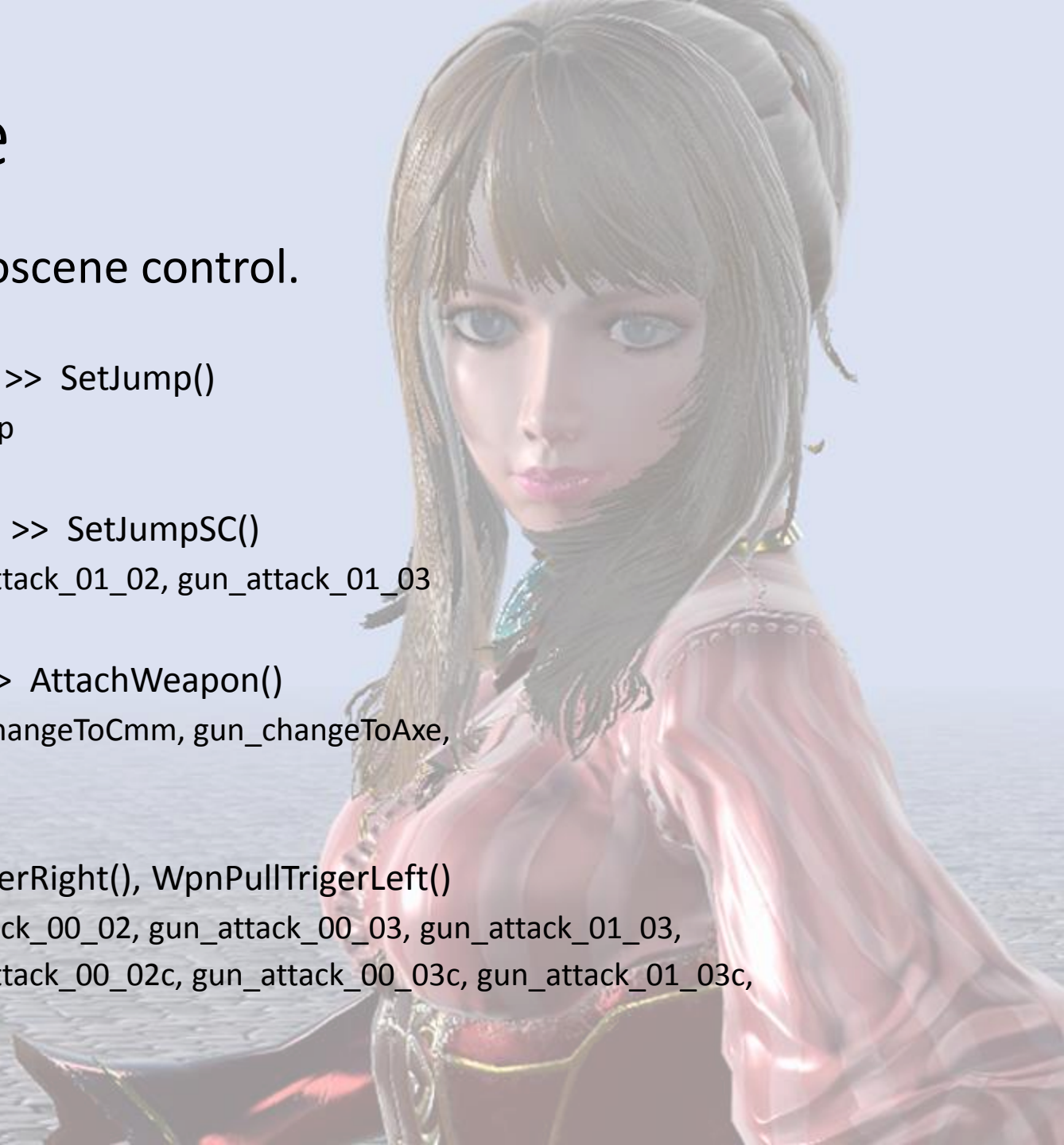
some animations have event for demoscene control.

when jump button pressed : DA\_AnimatorControl.js >> SetJump()  
cmm\_Jump\_up, axe\_Jump\_up, gun\_Jump\_01\_up

Some motion need to jump : DA\_AnimatorControl.js >> SetJumpSC()  
gun\_attack\_01\_02c, gun\_attack\_01\_03c, gun\_attack\_01\_02, gun\_attack\_01\_03

Timing for weapon equip : DA\_AnimatorControl.js >> AttachWeapon()  
cmm\_changeToGun, cmm\_changeToAxe, gun\_changeToCmm, gun\_changeToAxe,  
axe\_changeToGun, axe\_changeToCmm

Pull trigger : DA\_AnimatorControl.js >> WpnPullTrigerRight(), WpnPullTrigerLeft()  
gun\_attack\_00\_00, gun\_attack\_00\_01, gun\_attack\_00\_02, gun\_attack\_00\_03, gun\_attack\_01\_03,  
gun\_attack\_00\_00c, gun\_attack\_00\_01c, gun\_attack\_00\_02c, gun\_attack\_00\_03c, gun\_attack\_01\_03c,

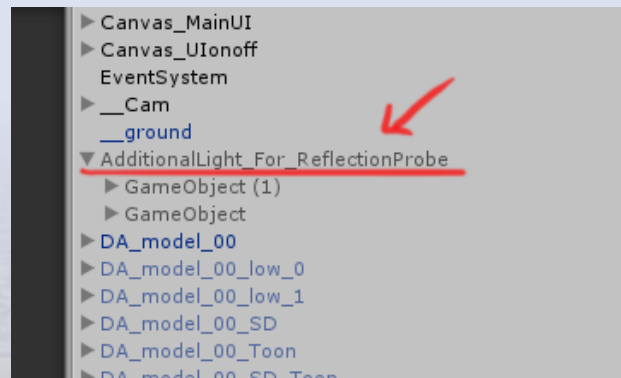


# ■ About Demo scene

## About Lighting

In Demo scene, you can find gameobject that named [AdditionalLight\_For\_ReflectionProbe]. This group is include simple light object, It just used standard material that emission value is high. Because our asset does not contain any IBL lighting, this might be unusual way but, I'm using this to lighting build. When lighting build, set active this simple light group, will affect Reflection Probe baking, it make some additional Reflection in character shading.

turn on [AdditionalLight\_For\_ReflectionProbe] > lighting build > turn off [AdditionalLight\_For\_ReflectionProbe] > playing



## About movement

In demoscene, while in ground, apply root motion for movement. but while in the air during a jump, position controled through the script to move.

# ■ Support

If you have any question or comment,

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twitter : [https://twitter.com/0z\\_TM](https://twitter.com/0z_TM)

