

Blade Muskietier



■ Asset name

Blade Musketier

■ 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

about character :

High : 7376 Tris , 7327 verts , 69 Joint

Low 0 : 4954 Tris , 5447 verts , 67 Joint

Low 1 : 3564 Tris , 4428 verts , 53 Joint

SD Model : 3488 Tris , 4413 verts , 53 Joint

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

about weapon :

High Model : 1497 Tris , 1850 verts , 4 Joint

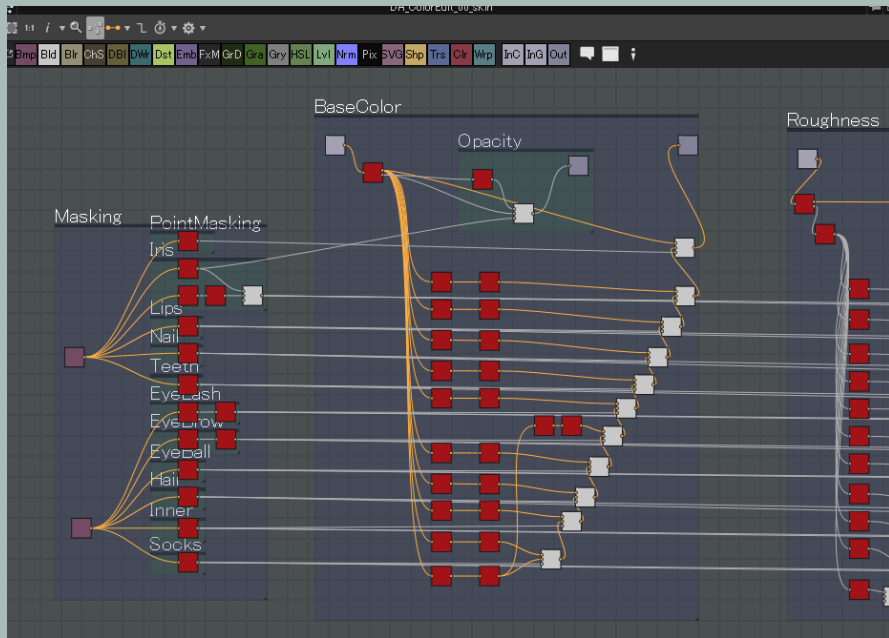
Low 0 : 964 Tris , 1308 verts , 4 Joint

SD Model : 964 Tris , 1323 verts , no skinned

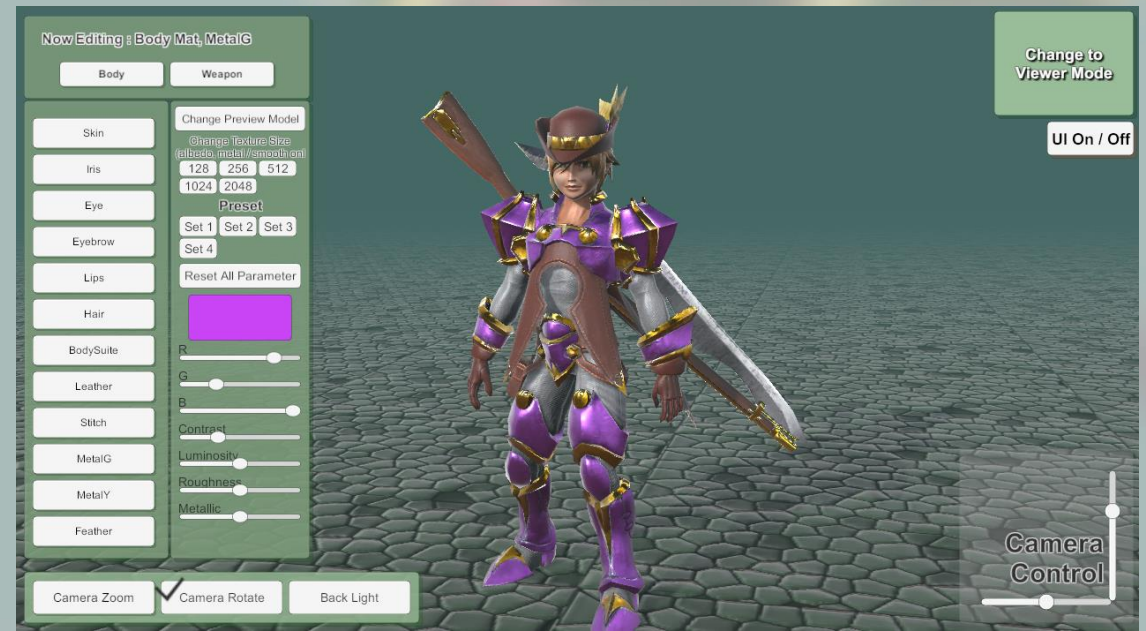
Weapon model uses 1 texture set with 1 Material. Texture size is 1024 x 256.

■ Procedural material

This asset package contains procedural material made with Substance Designer. Procedural material have several parameters. Each parameters affect the color of texture(in this case, Albedo map and Metallic / Smoothness map).



In Substance Designer.

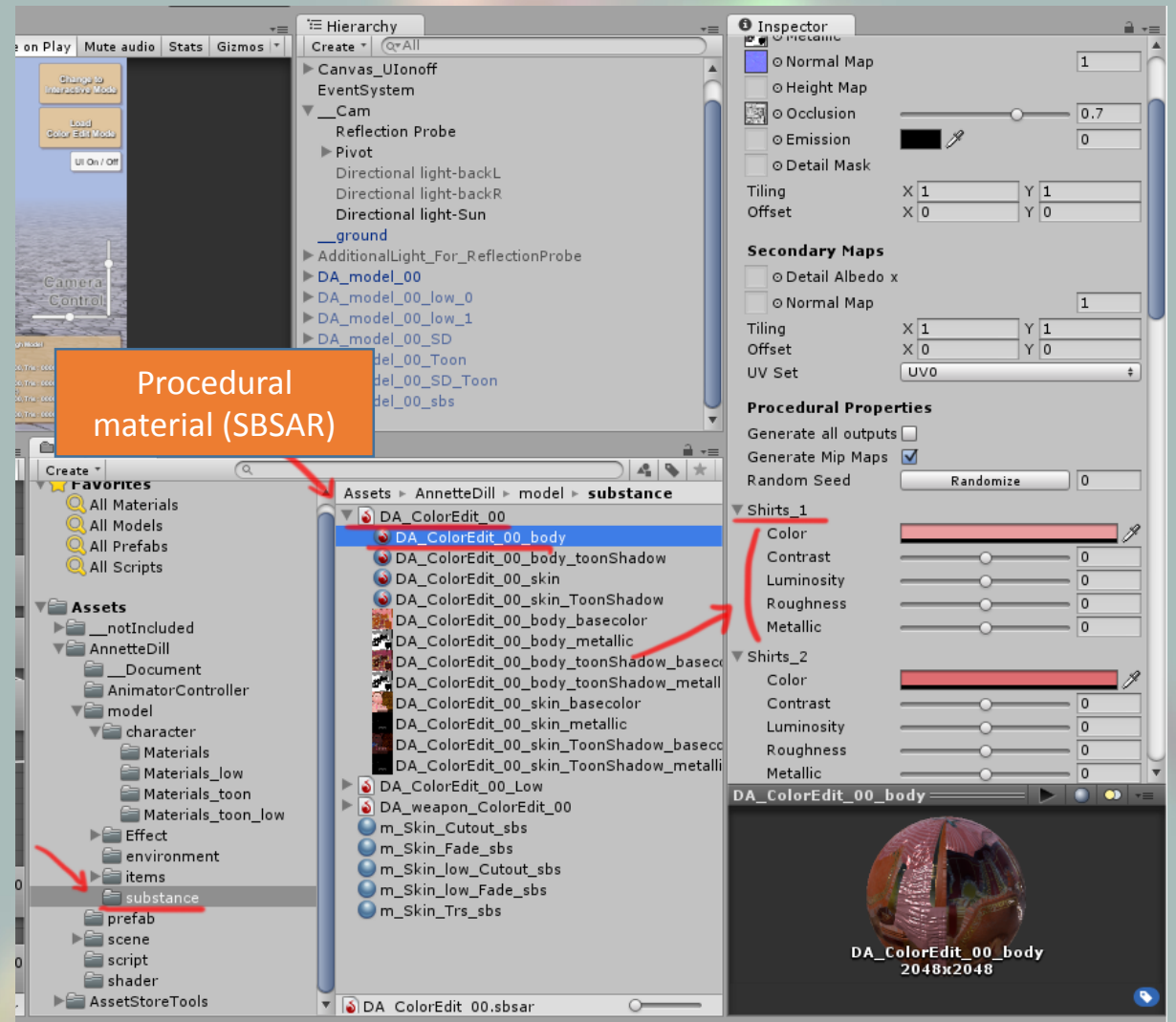
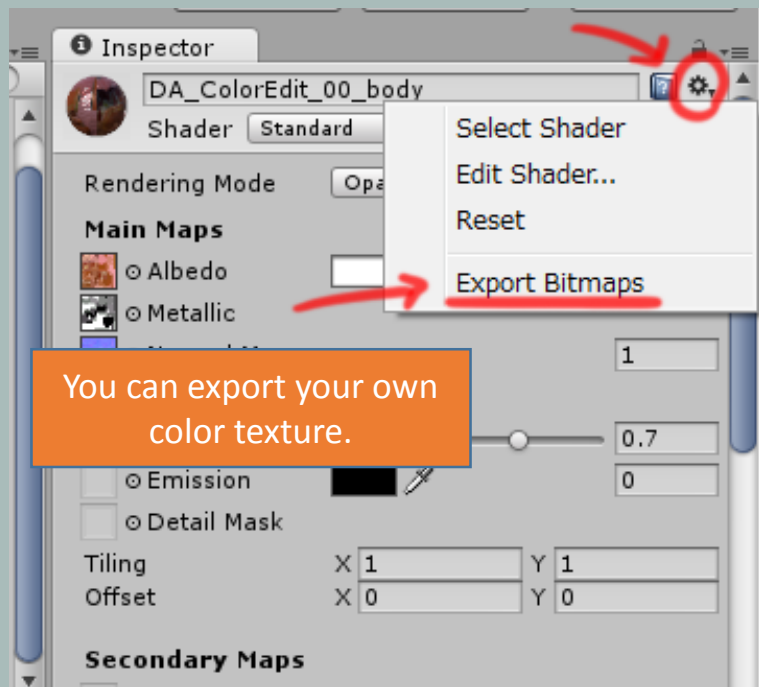


Real time Color Edit

■ Procedural material

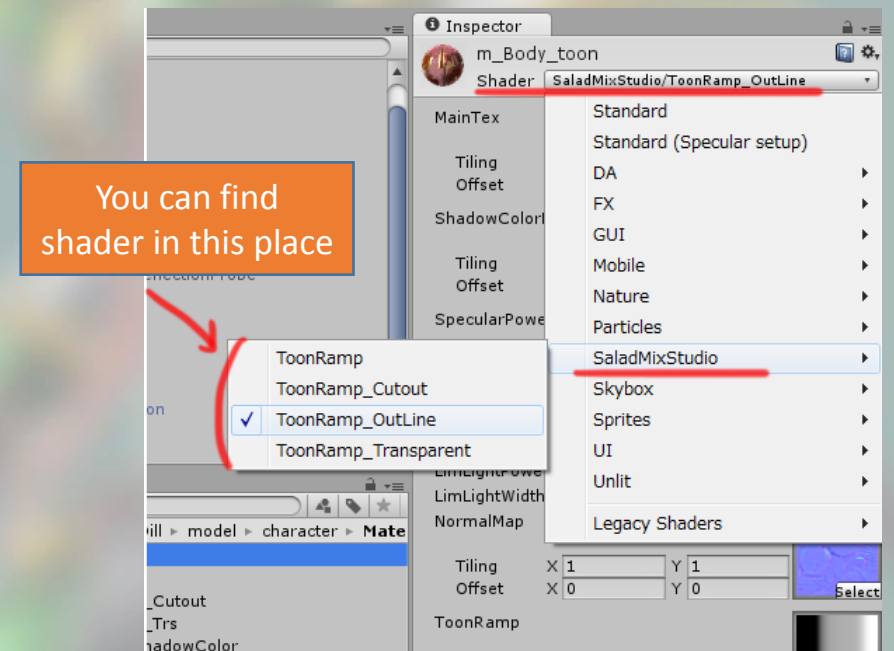
Procedural material can work with realtime game play.

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 Shade Forge.
So you can edit shader easily with Shade Forge.



Shader Forge is editor extensions. you can get it here : <https://www.assetstore.unity3d.com/jp/#!/content/14147>

■ 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.

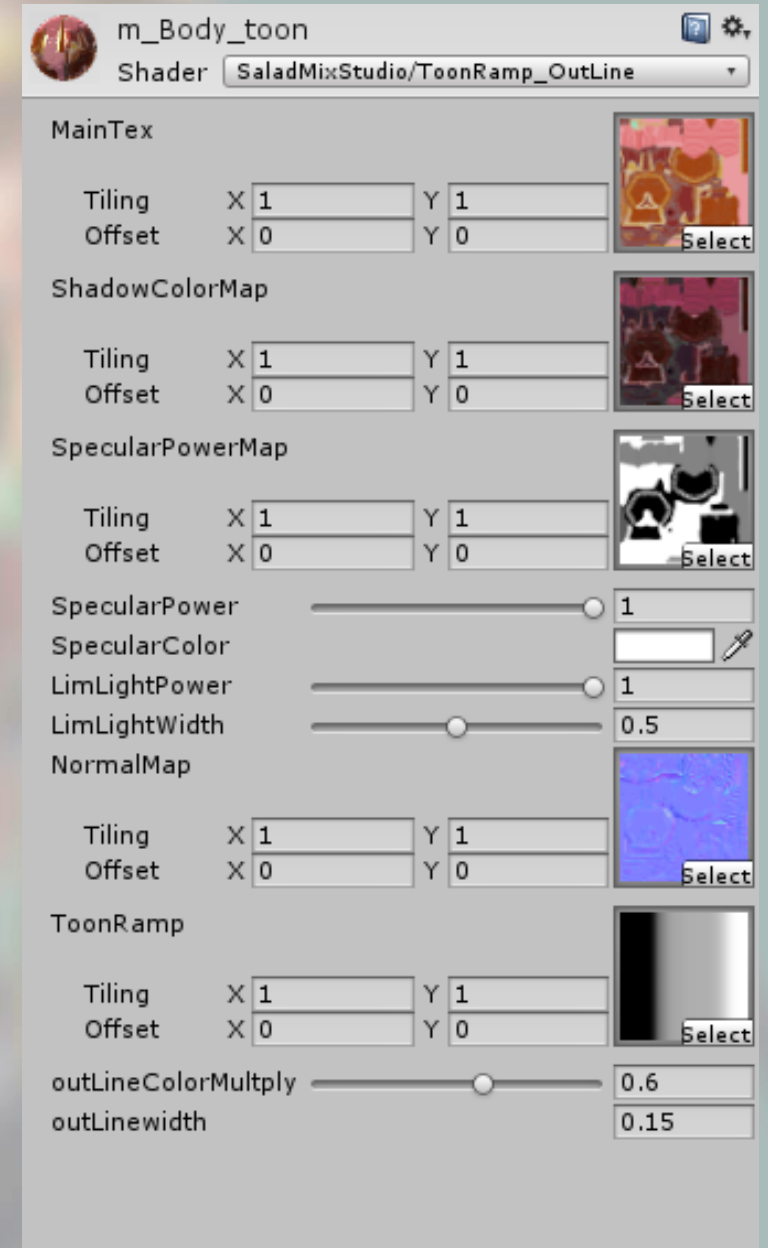
In gray(50%) area, MainTex color will be used.

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.

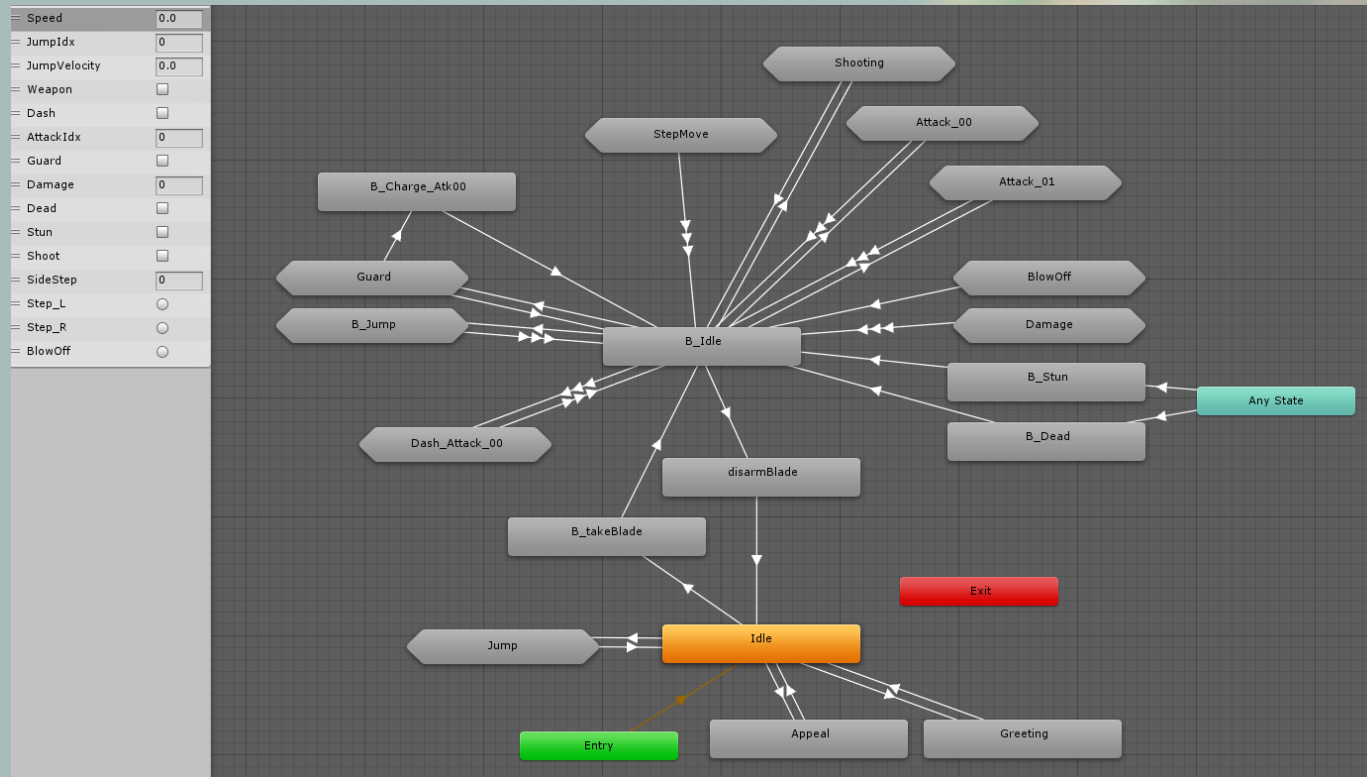


Animation

Include 40+ Animations for character. (mecanim humanoid)

Include 1 Animation for weapon(pull trigger)

sample animator controller included.



■ About Demo scene

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

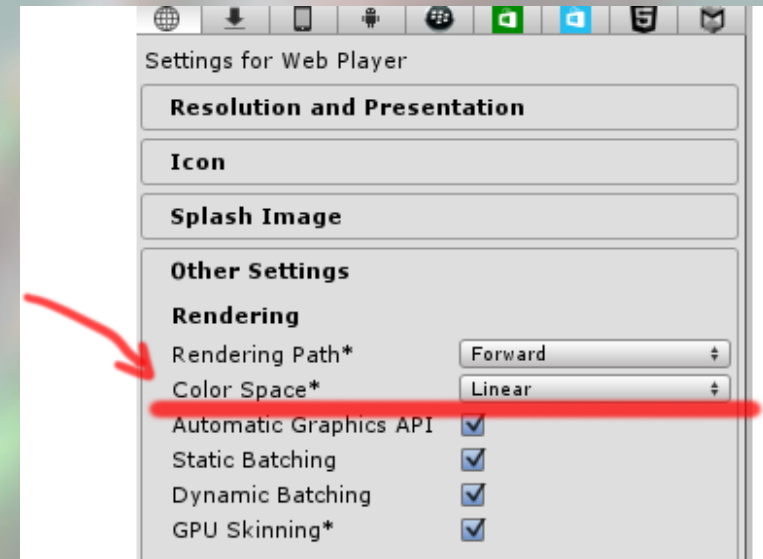
Interactive mode - you can check it feels like play games.

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 : (MbladeAnimatorControl.cs > SetJump())

jump_00_up, jump_01, B_jump_00_up, B_jump_01

When blow off : (MbladeAnimatorControl.cs > SetBlowOff())

B_BlowStart

Timing for pick up weapon, or disarm weapon : (MbladeAnimatorControl.cs > AttachWeapon(int idx))

B_takeBlade , DisarmBlade

Pull trigger and, use muzzle flash effect : (MbladeAnimatorControl.cs > PullTrigger(), SetFire())

B_Atk00_03 , B_Shoot_00 , B_Charge_Atk_00 , B_Dash_Atk00_02

■ About Demo scene

About Lighting

In Demo scene, you can find gameobject that named [AdditionalLight_For_ReflectionProbe].

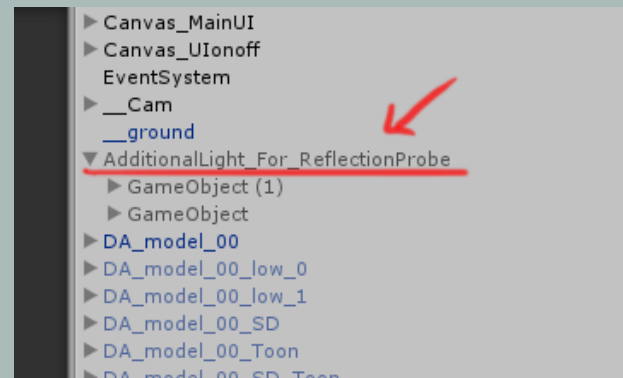
This group is include simple light object, It just used standard material that emission value is high.

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,

E-mail : trhunter@naver.com

twitter : https://twitter.com/0z_TM

