

# Brent Rooney

– sword knight –



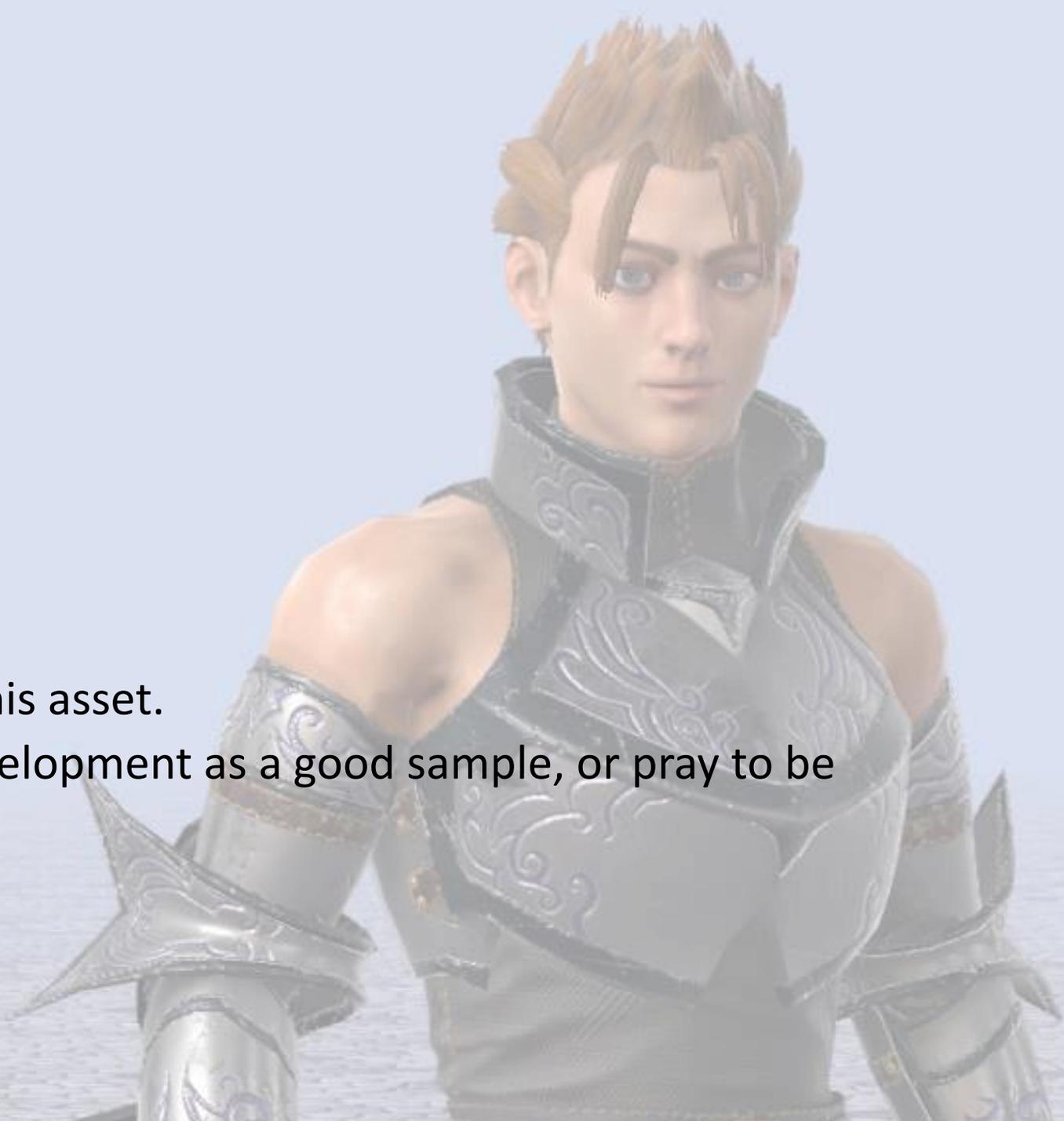
## ■ Asset name

Brent Rooney – sword knight -

## ■ 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 : 16004 Tris , 12059 verts , 97 Joint (2 texture set, 5 material.)

Low 0 : 9801 Tris , 8066 verts , 93 Joint (2 texture set, 4 material.)

Low 1 : 7419 Tris , 6480 verts , 52 Joint

SD Model : 7375 Tris , 6459 verts , 52 Joint

2 texture set, 5 material. (shared the same texture with all model.)

All of texture size is 2048 x 2048.

## character outfit\_00(helmet) :

High : 14270 Tris , 10704 verts , 98 Joint (2 texture set, 4 material.)

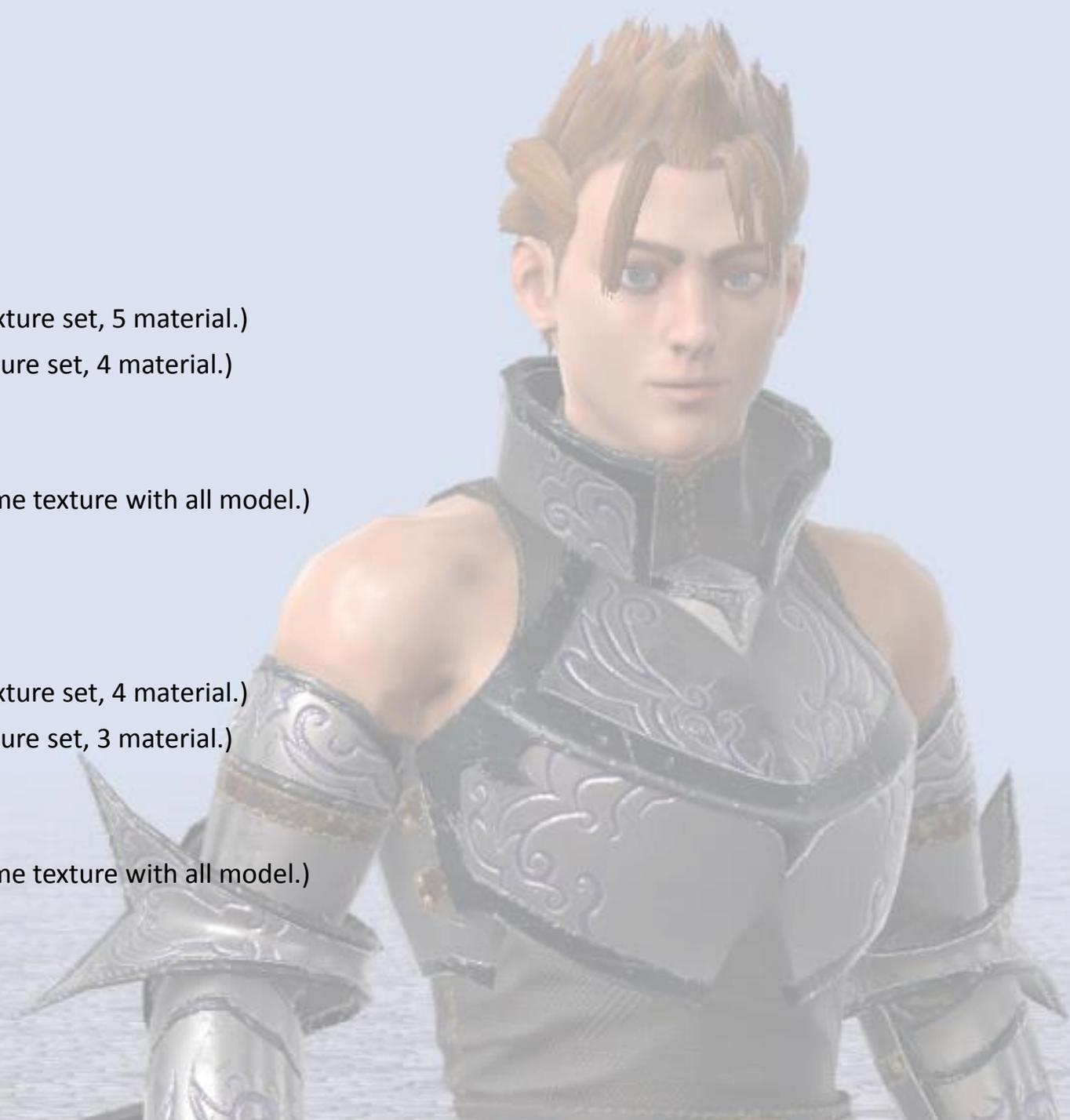
Low 0 : 9113 Tris , 7445 verts , 94 Joint (2 texture set, 3 material.)

Low 1 : 7055 Tris , 6100 verts , 53 Joint

SD Model : 7011 Tris , 6079 verts , 53 Joint

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

All of texture size is 2048 x 2048.



# ■ About 3D Model

## Sheath :

High Model : 3030 Tris , 3263 verts , 8 Joint

Low 0 : 1606 Tris , 2230 verts , 8 Joint

SD Model : 1606 Tris , 2230 verts , 8 Joint

## Sword :

High Model : 697 Tris , 793 verts , 2 Joint

Low 0 : 265 Tris , 359 verts , 2 Joint

SD Model : 265 Tris , 361 verts , 2 Joint

Weapon model uses 1 texture set with 1 Material. Shared with sheath and sword

Texture size is 1024 x 1024.

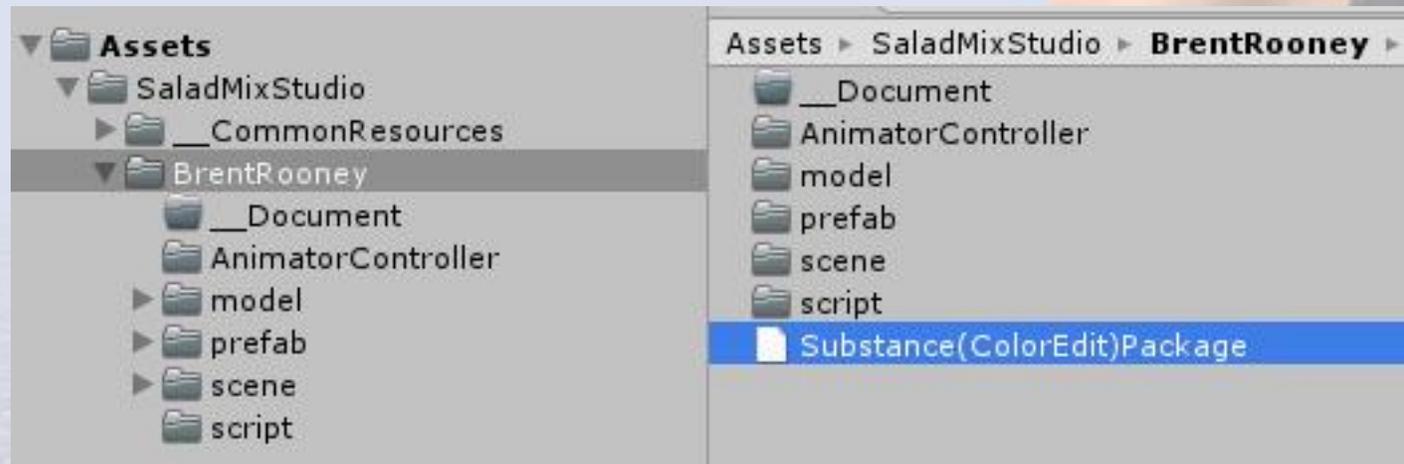


# ■ Procedural material

This asset package contains procedural material made with Substance Designer.

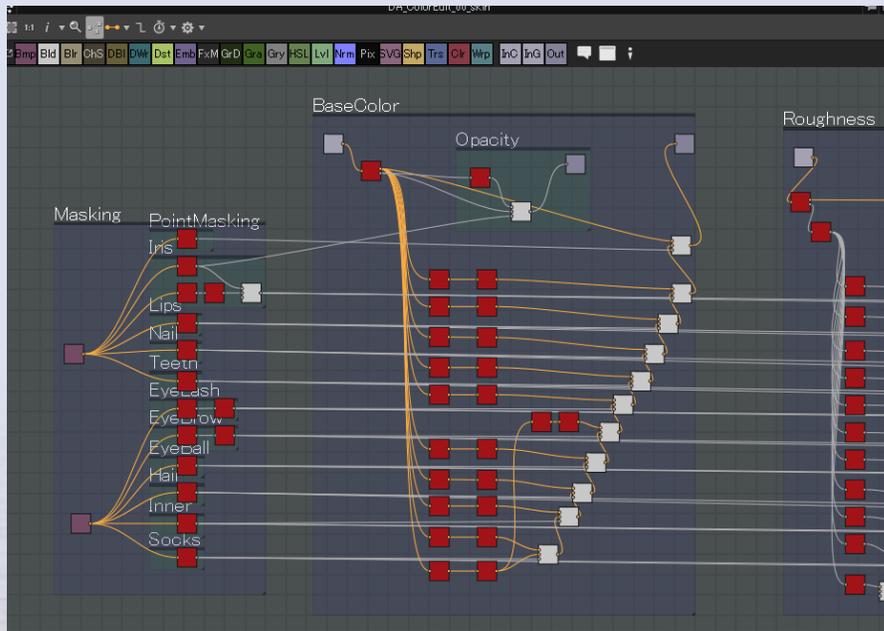
Substance (color edit) package is in the path of [Assets / SaladMixStudio / BrentRooney]. By importing this UnityPackage, you can use prefabs and demo scene for color edit.

Since Unity 2018.1, Unity don't include Substance Plug-in anymore. So, using Color edit will requires Substance Plugin needed to be import first.

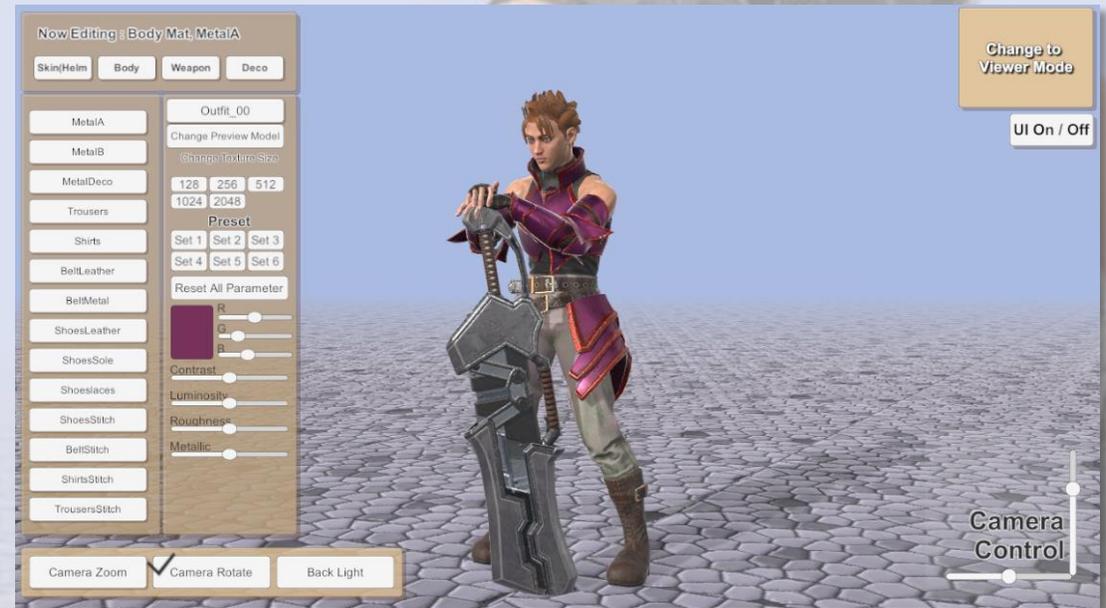


# ■ Procedural material

Procedural material is several parameters.  
Each parameters affect the color of texture.



In Substance Designer

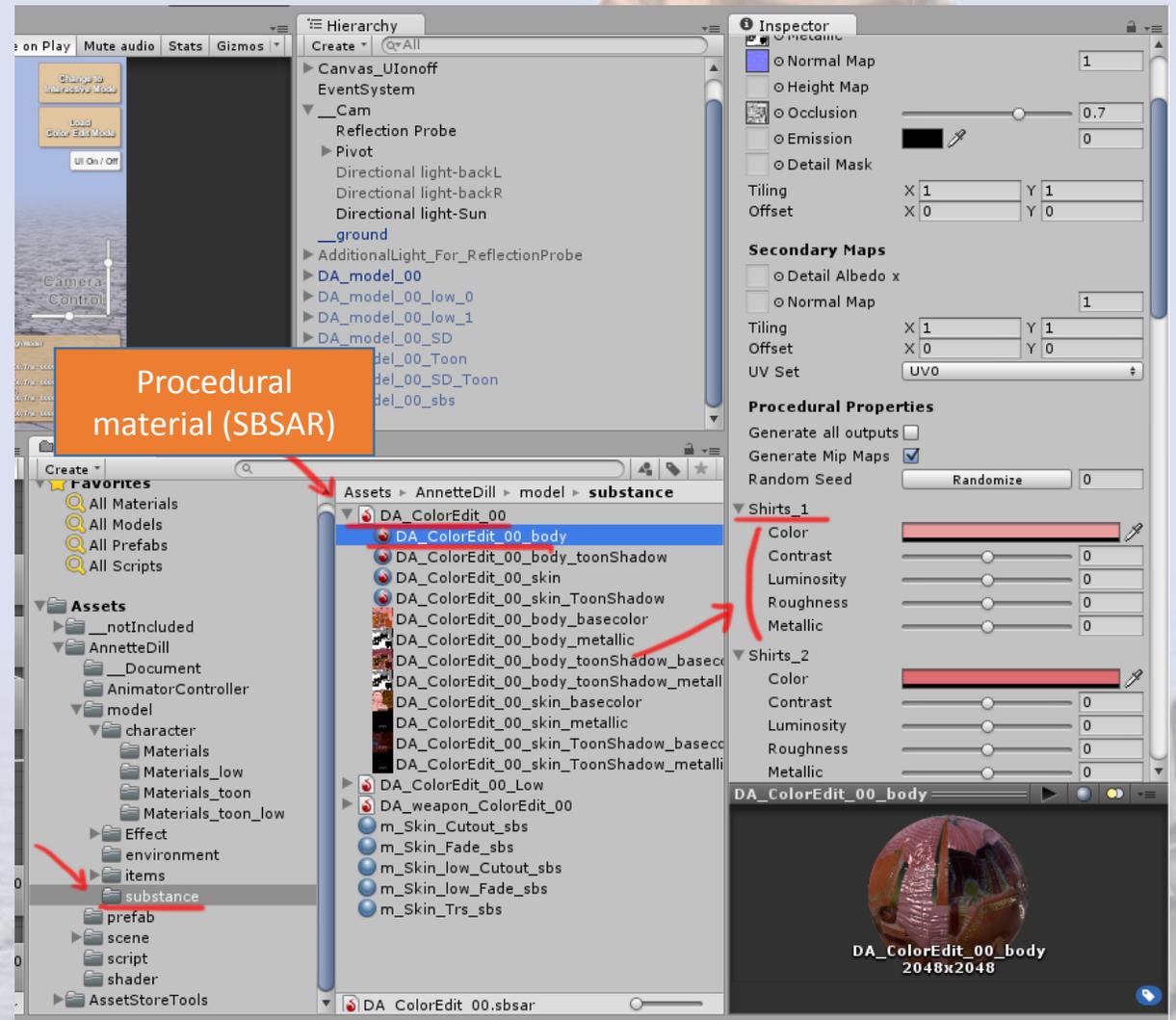
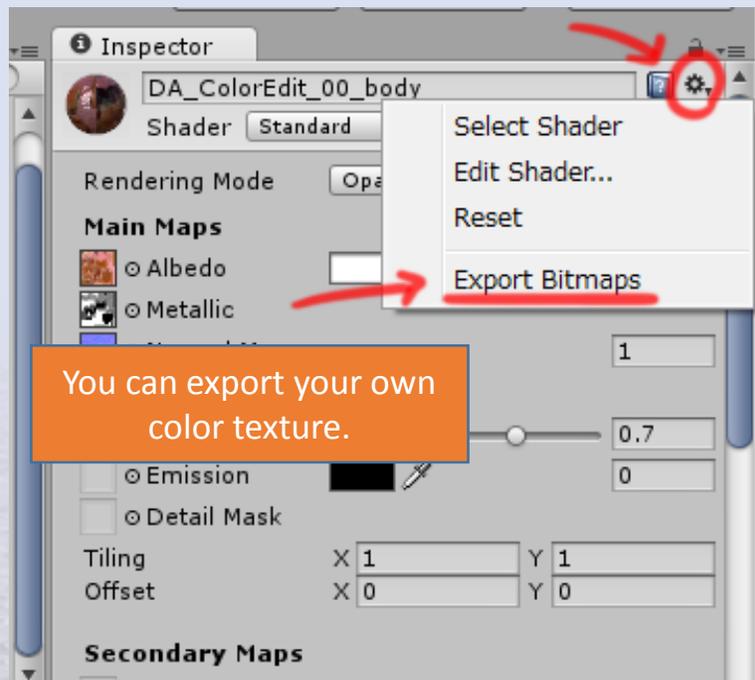


Real time Color Edit

# ■ Procedural material

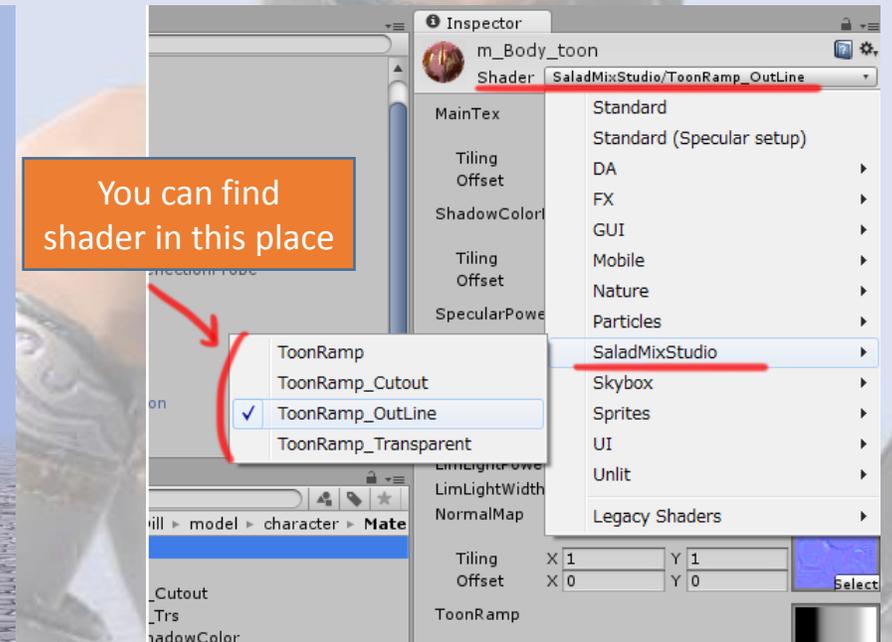
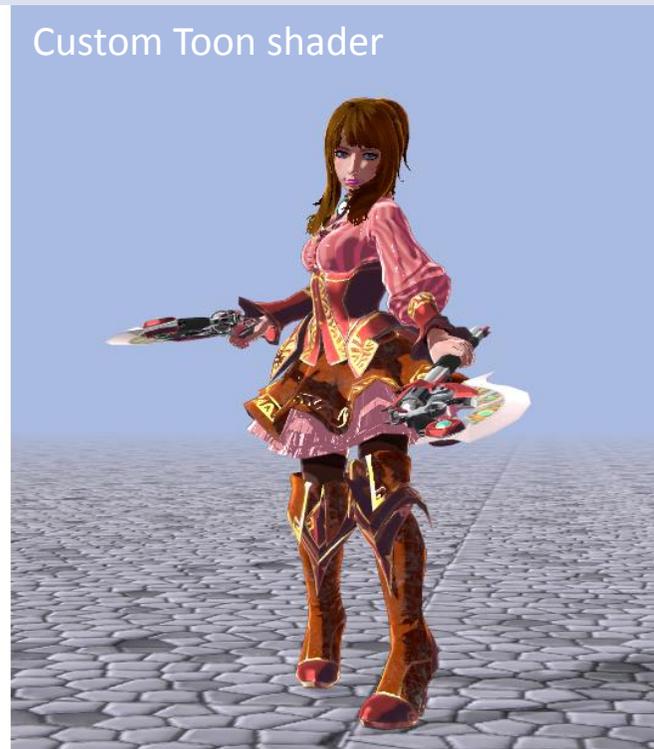
Procedural material can work with realtime game play.

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.

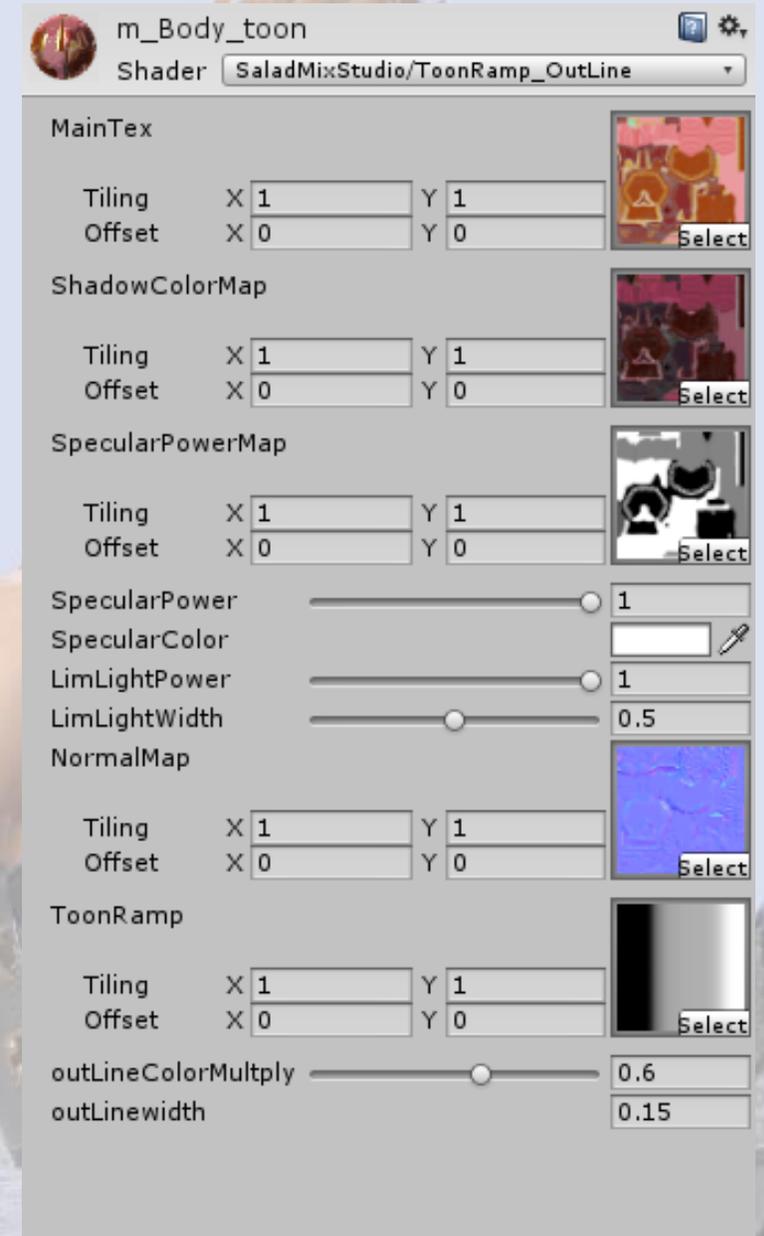
And blended with black to grey.

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

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

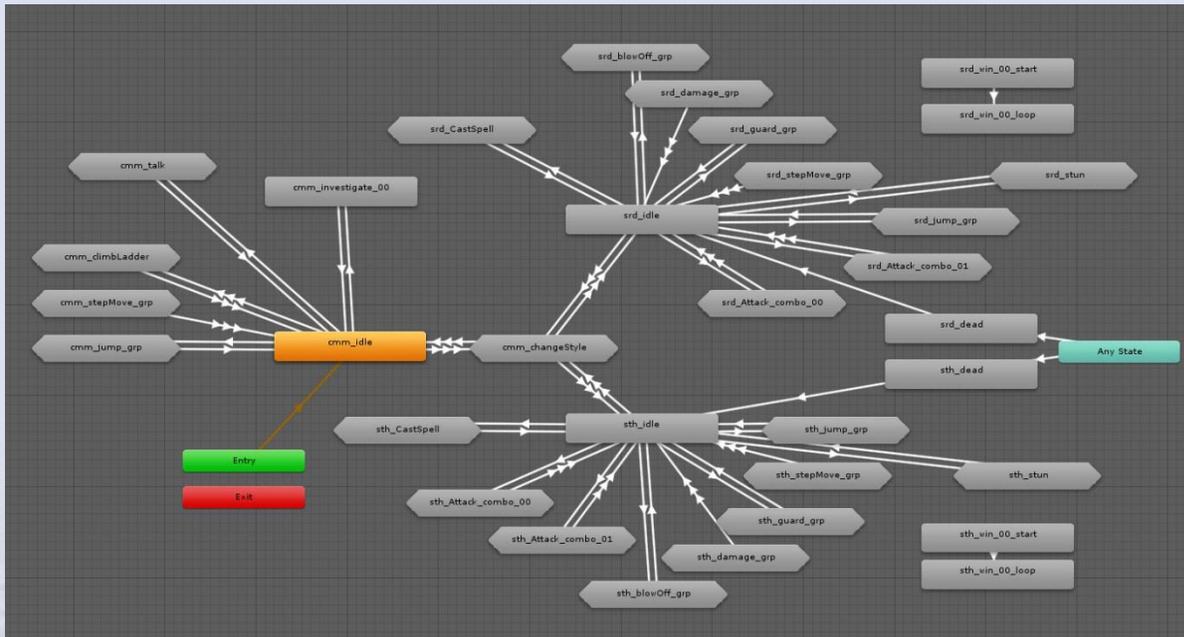
gradation of gray to white, it will be changed to color that MainTex color blended with specular power.

- 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

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



# ■ About Demo scene

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

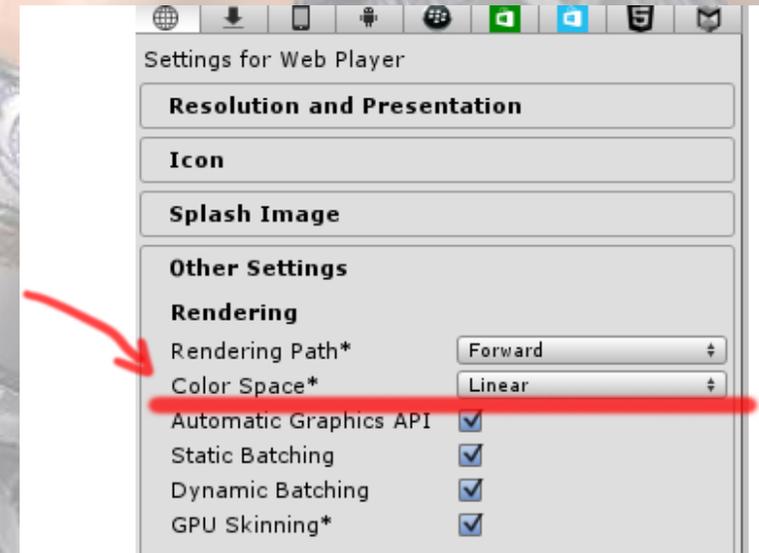
Interactive mode - you can check it feels like play games.

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.



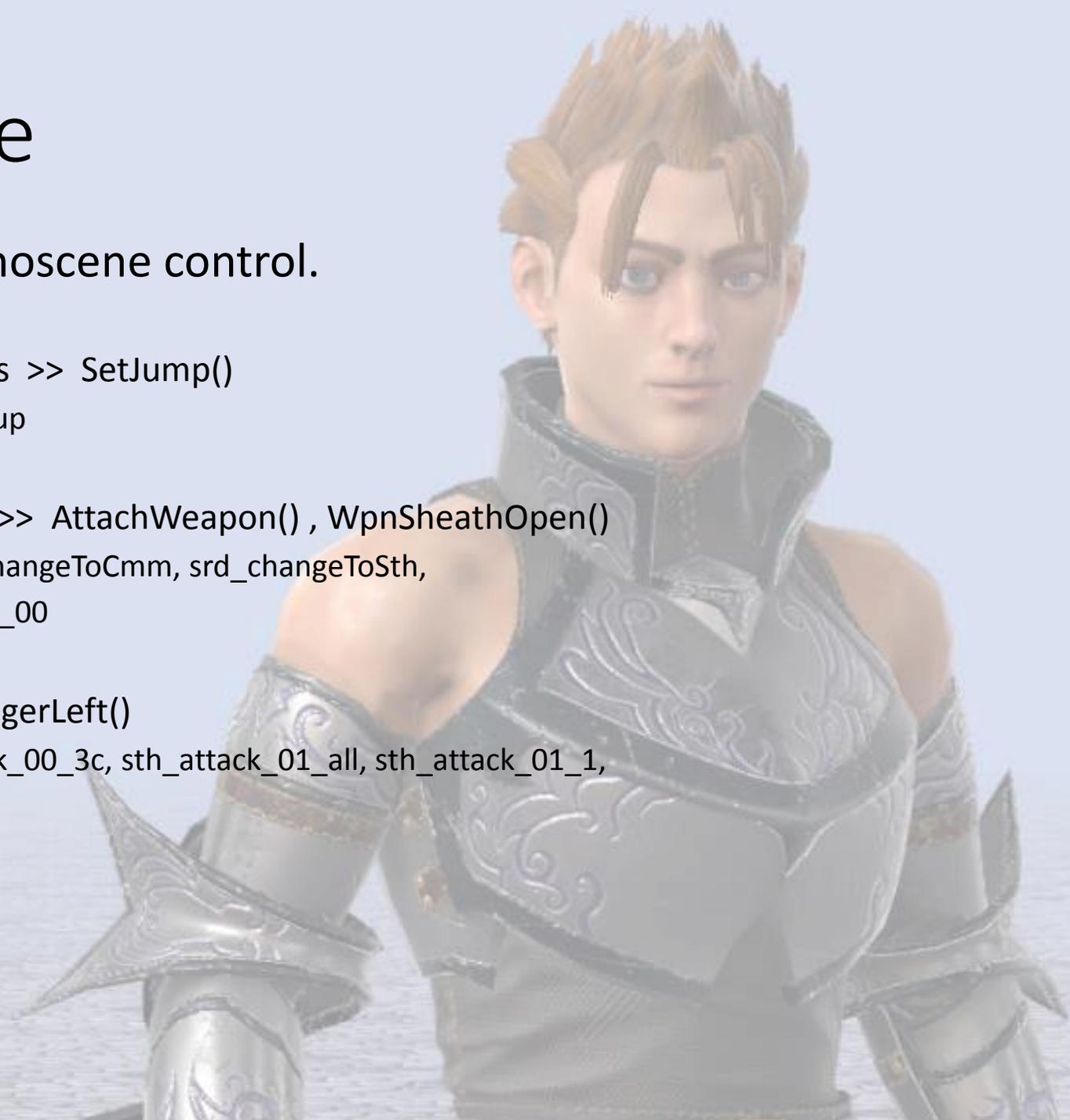
# ■ About Demo scene

some animations have event for demoscene control.

when jump button pressed : BR\_AnimatorControl.js >> SetJump()  
cmm\_Jump\_up, srd\_Jump\_up, sth\_Jump\_01\_up

Timing for weapon equip : BR\_AnimatorControl.js >> AttachWeapon() , WpnSheathOpen()  
cmm\_changeToSrd, cmm\_changeToSth, srd\_changeToCmm, srd\_changeToSth,  
sth\_changeToSrd, sth\_changeToCmm, srd\_win\_00

Pull trigger : BR\_AnimatorControl.js >> WpnPullTrigerLeft()  
sth\_attack\_00\_all, sth\_attack\_00\_3, sth\_attack\_00\_3c, sth\_attack\_01\_all, sth\_attack\_01\_1,  
sth\_attack\_01\_1c



# ■ About Demo scene

## About Lighting

In Demo scene, you can find gameobject that named [AdditionalLight\_For\_ReflectionProbe].

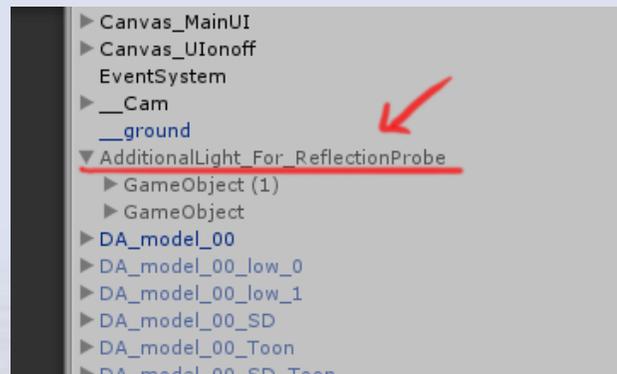
This group is include simple light object, It just used standard material that emission value is high.

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](mailto:trhunter@naver.com)

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

