



LOWPOLY MEDIEVAL PLAGUE DOCTOR

SUMMARY

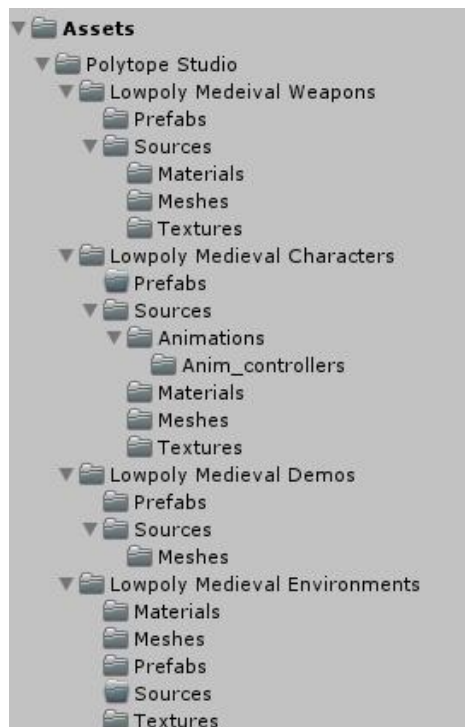
Polygonal Medieval Plague Doctor is a free pack containing a lowpoly character, some environment assets, and props.

FEATURES

- 1 character that is Unity Mechanim and Mixamo compatible
- a single 256/256 px color texture
- 1 weapon -Wand, that is not included in any other pack
- 5 environment assets
- 1 prop -hand lantern that is not included in any other pack
- 1 props from the [Medieval Tools & Props](#) pack
- a demo scene.

FOLDER STRUCTURE

- ❑ The folder structure is as follows:



Where:

- ❑ **Polytope Studio** - the publisher folder inside which all the future packs will go
 - ❑ **Lowpoly Medeival ...** - the current pack folder
 - ❑ **Prefabs** - all the prefabs from the current pack
 - ❑ **Sources** - the work folder
 - ❑ **Materials**
 - ❑ **Meshes**



- ❑ **Textures**
- ❑ ...

THE UNIQUE TEXTURE

- ❑ You can find the texture in: **Polytope Studio/Lowpoly Medieval ... /Sources/Textures**
- ❑ The texture will be used for all meshes in the upcoming packs from the **LOWPOLY MEDIEVAL WORLD** series.
- ❑ You can add your own colors on the unused space or even alter the default colors
- ❑ The file format is .tga and the resolution is 256/256 px
- ❑ The colors in the textures are explained below:



DEMO SCENE

- ❑ For accurate colors make sure that the color space is set to **linear**. You can check and modify this at: **Edit/Project Settings/ Other Settings/Color Space**

MIXAMO ANIMATIONS SET-UP

- ❑ Download and import in your Unity project the xbot or ybot without any animation from Mixamo website.
- ❑ Set the rig type on it to Humanoid.
- ❑ Download any animation you want from Mixamo, and again set the rig type to Humanoid and **the avatar to xbot/ybot avatar**.
- ❑ Drag and drop the desired animation to the character Animator Controller.

OTHER INFO

- ❑ All the items in this pack use the standard shader and the same texture
- ❑ All the characters in this pack use a unique rig.



☐ This pack contains no animations!

