



LOWPOLY MODULAR PEASANTS & CITIZENS

SUMMARY

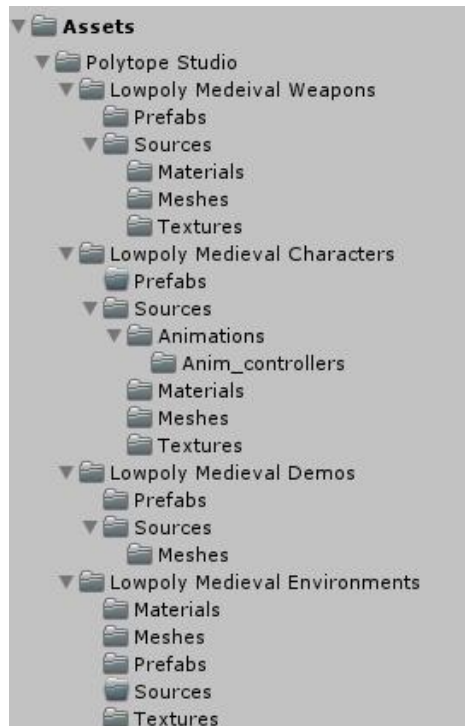
Polygonal Modular Peasants and Citizens is a pack containing 39 different lowpoly modular characters plus some lowpoly environment assets, tools and props.

FEATURES

- ❑ -39 modular character sets that are Unity Mechanim and Mixamo compatible
- ❑ -2 unique characters that are Unity Mechanim and Mixamo compatible
- ❑ -a bonus script to swap parts and to create new prefab with the desired parts in place
- ❑ -a single 256/256 px color texture for all the characters
- ❑ -19 tools and other props from the tools and props pack
- ❑ -4 /1024x1024 grass and flowers textures from the future environment pack!
- ❑ -6/4096x4096 tileable ground textures from the future environment pack!
- ❑ -1 fully explorable house with detachable roof and roof floor and several other assets from the future environment and village packs - one diorama and two demo scenes.
- ❑ A diorama scene containing 5 posed characters and various environment assets, tools and props.
- ❑ All the characters in this pack use Unity standard shaders and the same texture.
- ❑ The polycount for the characters is ranging from 2116 to 4725 tris.
- ❑ This pack contains no animations!
- ❑ A diorama scene containing a posed character and various environment assets, weapons and props.

FOLDER STRUCTURE

- ❑ The folder structure is as follows:

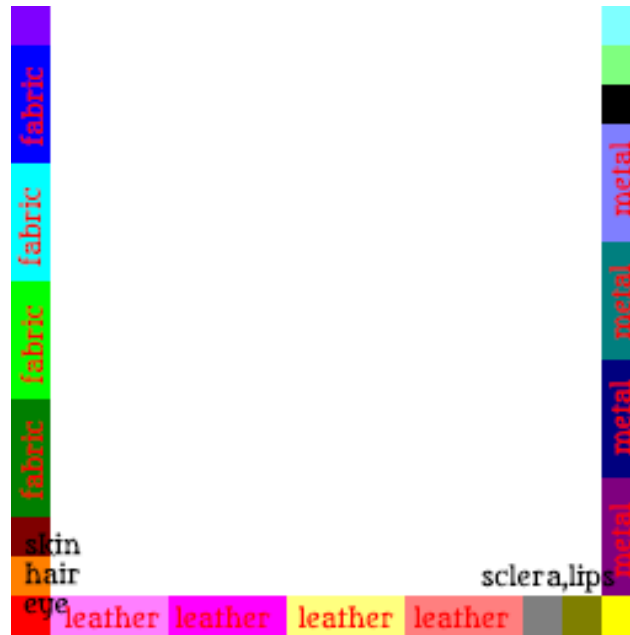


Where:

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

THE UNIQUE TEXTURE FOR CHARACTERS

- ☐ You can find the texture in: **Polytope Studio/Modular_Peasants... /Sources/Textures**
- ☐ **THE TEXTURE WAS SLIGHTLY MODIFIED IN THIS PACK, SO IF YOU ALREADY ALTERED THE ORIGINAL TEXTURE PLEASE DOUBLE CHECK THE COMPATIBILITY OF YOUR TEXTURE WITH OUR NEW ONE.**
- ☐ The file format is .tga and the resolution is 256/256 px
- ☐ The colors in the textures are explained below:



The center of the texture atlas is reserved for the coat of arms texture;

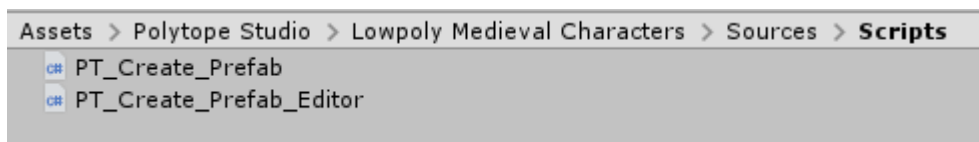
To apply the coat of arms texture on certain polygons you need a second uv set and a clean non-overlapping uv layout on those polygons.

DEMO SCENE

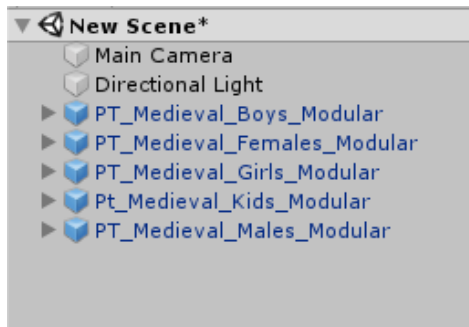
- ❑ For accurate colors make sure that the color space is set to **linear**. You can check and modify this at:
Edit/Project Settings/ Other Settings/Color Space

MODULAR CHARACTERS SET-UP

- ❑ There are 39 modular characters in this pack,
- ❑ Each character has 3 separate parts: head, lower body, upper body.
- ❑ The naming convention is as follows:
Human_Male_Peasant_01_body
- ❑ There is one bonus modular swapping parts script included in this pack, and it can be found here.:



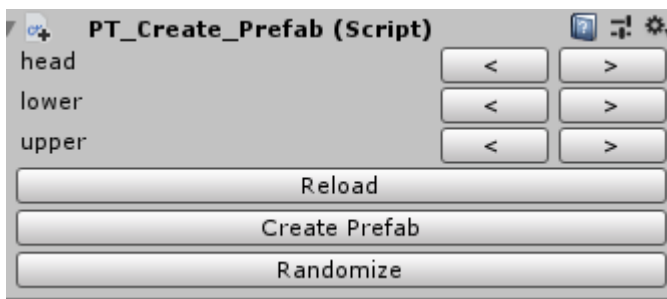
- ❑ **THIS SCRIPT WORKS ONLY IN EDITOR!**
- ❑ To use it just drag any Modular prefab in the scene and drag and drop the script **PT_Create_Prefab** on it:



- ❑ The prefab should have the script applied in Inspector :



- ❑ Press **Load** and the scripts load and the modular character is ready for parts mixing



- ❑ From this point you can easily change the head, lower part or upper part of the character, or hit randomize until r you are happy with the results.
- ❑ Then press **Create Prefab** to create a fully rigged prefab with only those 3 parts you choose.



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 characters in this pack use a unique rig scaled and with its joints renamed to match the type of character
- ☐ This pack contains no animations!

