



# LOWPOLY MODULAR SOLDIERS

## -Unreal version-

### SUMMARY

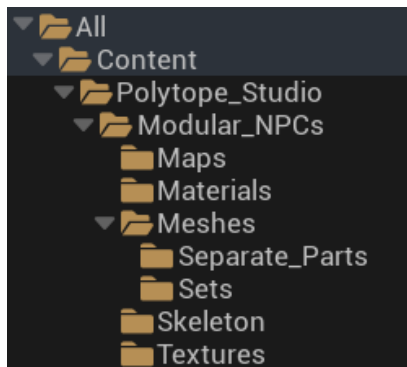
**Lowpoly Modular Soldiers** is a character pack covering the base you need to start adding your heroes and enemies in your game.

### FEATURES

- ❑ -26 modular characters sets that are rigged and skinned to the Unreal skeleton
- ❑ -a single 256/256 px base texture
- ❑ -a single 256/256 px mask texture
- ❑ - 1 Coat of Arms texture
- ❑ -1 custom material that lets you change the colors, metallic and smoothness

### FOLDER STRUCTURE

- ❑ The folder structure is as follows:



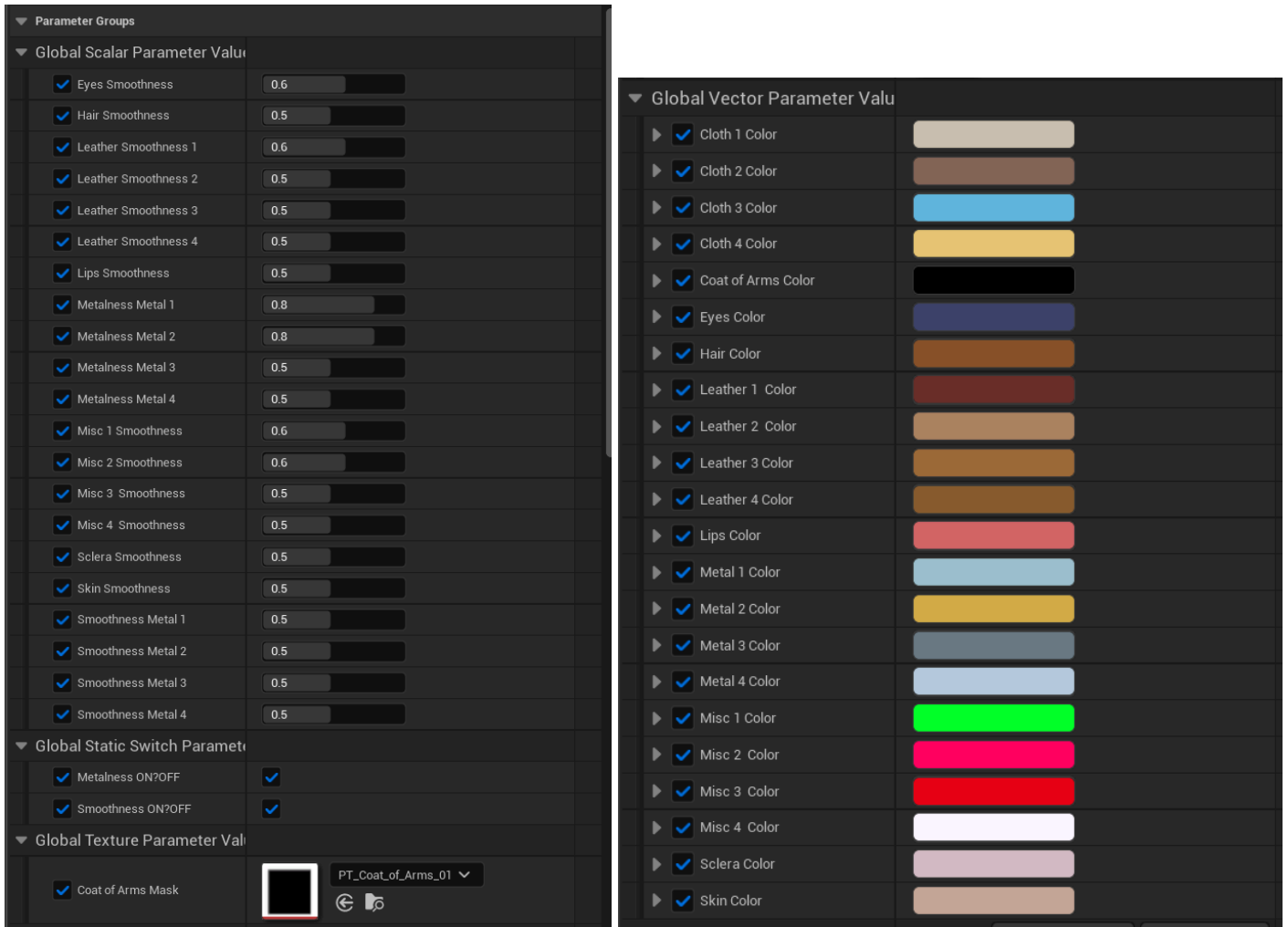
#### Where:

- ❑ **Polytope Studio** - the publisher folder inside which all the future packs will go
  - ❑ **Modular NPCs...** - the current pack folder
    - ❑ **Maps** - the Modular NPCs maps folder
    - ❑ **Materials** - the Modular NPCs materials and materials instances folder
    - ❑ **Meshes** the Modular NPCs packs meshes folder
      - ❑ **Separate Parts** - Modular NPCs parts exported separately
      - ❑ **Sets** - Modular NPCs parts exported as sets
    - ❑ **Textures** the Modular NPCs pack texture folder



## THE CUSTOM MATERIAL FOR NPCs

- ❑ You can find the material and the material instances in: **Polytope Studio/Modular NPCs/Materials**
- ❑ The material use a base texture and one mask texture
- ❑ The materials have a texture slot for loading a coat of arms texture that will be applied to the cape of the character. There is 1 coat of arms texture included but you can load as many as you like. Simply import a cut-out transparent .png black image like the one already available.
- ❑ The material instances look like this:

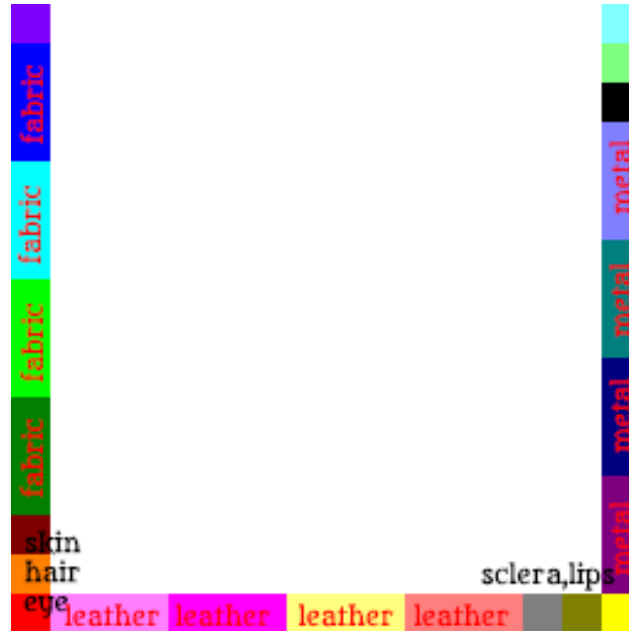


- ❑ In the material instances :
  - ❑ You can change the colours, metallic and smoothness of for each type of material
  - ❑ You can disable the overall metallic and smoothness
  - ❑ You can load one of the included or your own coat of arms texture and you can define the color of it.



## THE UNIQUE TEXTURE

- ❑ You can find the texture in: **Polytope Studio/Modular NPCs/Textures**
- ❑ The file format is .tga and the resolution is 256/256 px
- ❑ The colors in the textures are explained below:



The centre 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.

## MODULAR NPCs

- ❑ There are 78 modular parts in this pack, all fully compatible with the characters from our yet to be publish Lowpoly Modular Peasants & Citizens
- ❑ Each armour has 3 swappable parts: head, upper body, and lower body.
- ❑ All the capes have the Unreal cloth applied and set-up
- ❑ The naming convention is as follows:  
**SK\_Male\_Archer\_01\_head**  
**Skeletal Mesh\_Gender\_Type of character\_set\_part**

## OTHER INFO

- ❑ All the characters in this pack use the Unreal 5 skeleton.
- ❑ This pack contains no animations!

