



LOWPOLY MEDIEVAL SKELETON

SUMMARY

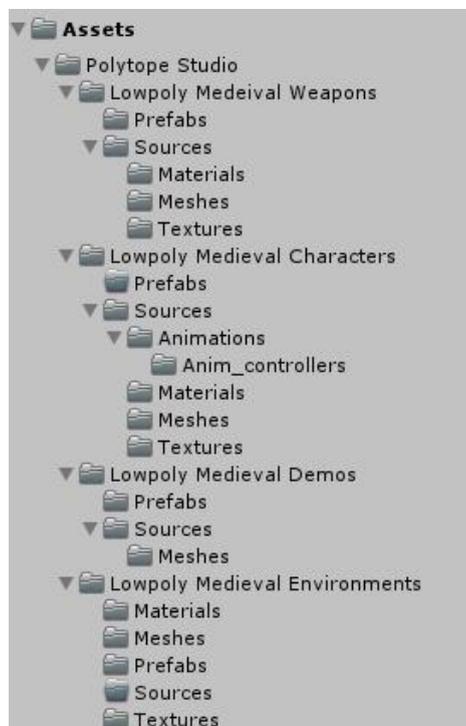
Polygonal Medieval Skeleton is a free pack containing a lowpoly character, some environment assets, and props.

FEATURES

- 1 character that is Unity Mechanim and Mixamo compatible and is compatible with the armors from the [Medieval Modular Armors Pack](#)
- 1 single 256/256 px color texture
- 2 weapons from the [Medieval Weapons](#) pack
- 5 environment assets
- 5 village assets
- 3 props
- 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:

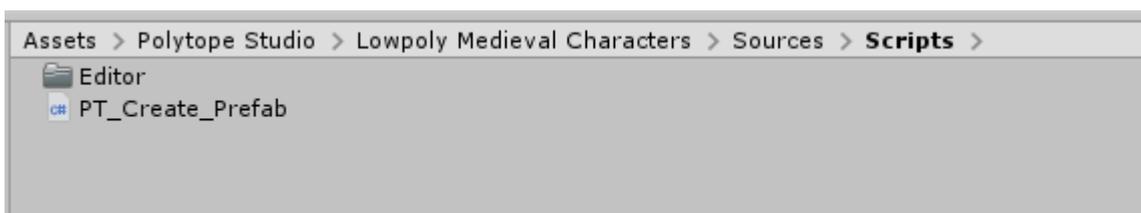


DEMO SCENE

- ❑ 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

MODULAR ARMOR SET-UP

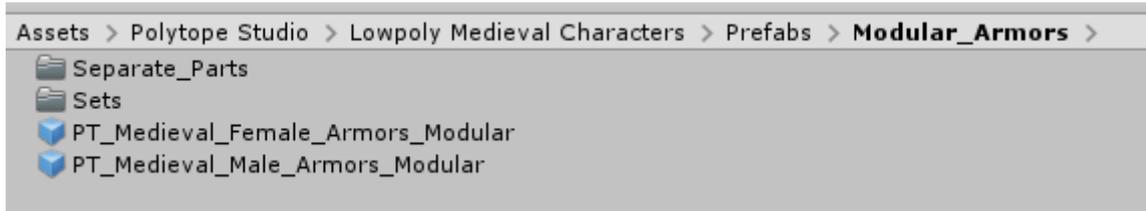
- ❑ There is one bonus modular swapping parts script included in this pack, and it can be found here.:



- ❑ **THIS SCRIPT WORKS ONLY IN EDITOR!**



- ❑ To use it you need the **PT_Medieval_Male_Armors_Modular** prefab in your scene. This can be found in **Medieval Armors Pack** in this folder:



- ❑ After you dragged this modular prefab in your scene just drag and drop on it the PT_Create Prefab:
- ❑ The inspector for the Modular prefab should look like this:



PT_Create_Prefab (Script)

Meshes

Hair	<	>
Head	<	>
Beard	<	>
Helmet	<	>
Body	<	>
Boots	<	>
Cape	<	>
Gauntlets	<	>
Legs	<	>

Prefab

Reload All Reload Materials

Toogle Helmet Toogle Cape

Create Prefab Randomize Preview Duplicate Material

Expansion

Drag & Drop Polytope expansion prefab here

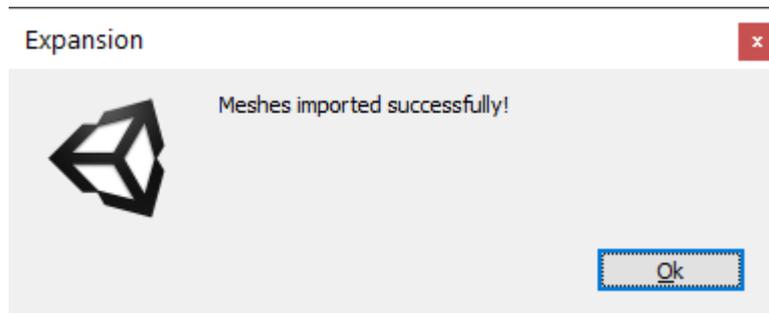
Shader

Material: PT_Medieval_Armors_Material

Skin Color	HDR	
Skin Smoothness		0.3
Eyes Color	HDR	
Eyes Smoothness		0.7
Hair Color	HDR	
Hair Smoothness		0.1
Sclera Color	HDR	
Sclera Smoothness		0.5
Lips Color	HDR	
Lips Smoothness		0.4
Scars Color	HDR	
Scars Smoothness		0.3
Metal1 Color	HDR	
Metal1 Smoothness		0.7
Metal1 Metallic		0.65
Metal2 Color	HDR	
Metal2 Smoothness		0.672
Metal2 Metallic		0.928
Metal3 Color	HDR	
Metal3 Smoothness		0.759
Metal3 Metallic		0.87
Leather1 Color	HDR	
Leather1 Smoothness		0.3
Leather2 Color	HDR	
Leather2 Smoothness		0.3
Leather3 Color	HDR	



- ❑ Now drag the **PT_Medieval_Male_Armors_Skeleton** prefab in the scene , and in the inspector change his avatar to **PT_Medieval_Male_Armors_ModularAvatar**
- ❑ You can now drag the **PT_Medieval_Male_Armors_Skeleton** prefab in the **Expansion** field, and the following message should be displayed:



- ❑ From this point you can easily change the parts of the armor, toggle the helmet and cape on and off, hit randomize, change the colors of the material until you are happy with the results.
- ❑ Then press **Create Prefab** to create a fully rigged prefab with only those parts you choose.
- ❑ The **Preview** button randomize the all parts every second
- ❑ The **Duplicate Material** button will duplicate the current material when you create a new prefab and store the new material in the Materials folder.

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!

