



LOWPOLY MEDIEVAL TOOLS AND PROPS

SUMMARY

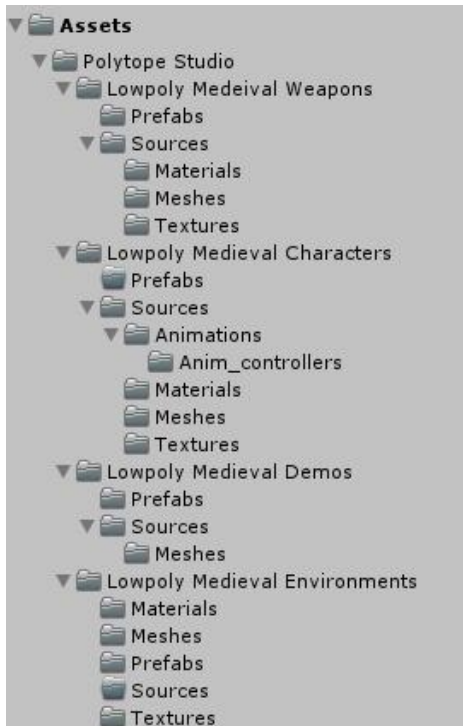
Polygonal Medieval Tools and Props is a props pack covering all you need to start equipping your medieval world.

FEATURES

- ❑ - more than 190 unique tools and various other props
- ❑ - a single 256/256 px color texture
- ❑ - 4 Unity Mechanim and Mixamo compatible characters from the Peasants and Citizens pack
- ❑ - different materials for skin, hair and eyes on all characters
- ❑ - 5 team color variations for all characters
- ❑ - rigs for the fish, fishing rod, flail, and back sack
- ❑ - 4 / 1024X1024 grass and flowers textures from the future environment pack
- ❑ - 4 / 4096X4096 tileable 4k ground textures from the future environment pack
- ❑ - 4 assets from the future environment pack
- ❑ - 2 fully explorable buildings and several other assets from the future village packs
- ❑ - a bonus scene containing a posed character and various environment assets.

FOLDER STRUCTURE

- ❑ The folder structure is as follows:



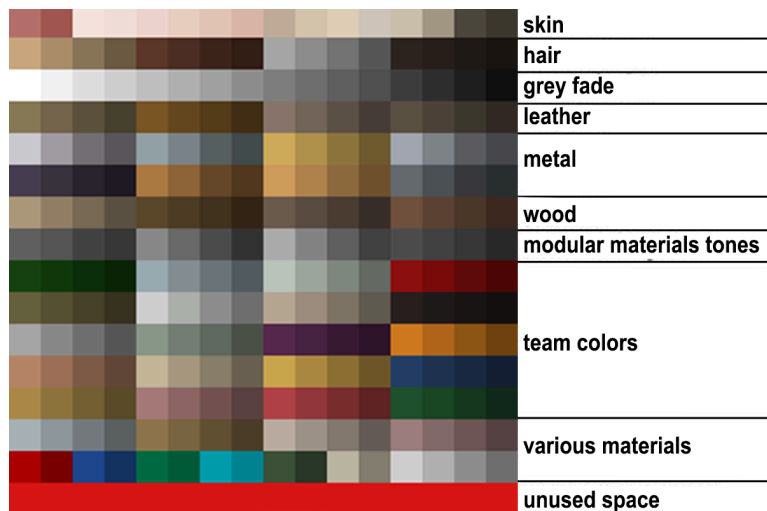


Where:

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

THE UNIQUE TEXTURE FOR CHARACTERS AND PROPS

- ❑ You can find the texture in: **Polytope Studio/Lowpoly Medieval ... /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 new texture will be used for all characters and props in the upcoming packs from the **LOWPOLY MEDIEVAL WORLD** series, and for future updates to the existing ones.
- ❑ 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.
- ❑ The polycount for the weapons is ranging from 32 to 3680 tris.
- ❑ This pack contains no animations!
- ❑ **This pack will be upgraded periodically so if you want to see some specific tools please use the support email to make a request.**
- ❑ This pack is compatible with Unity version 2018.4 and newer.

