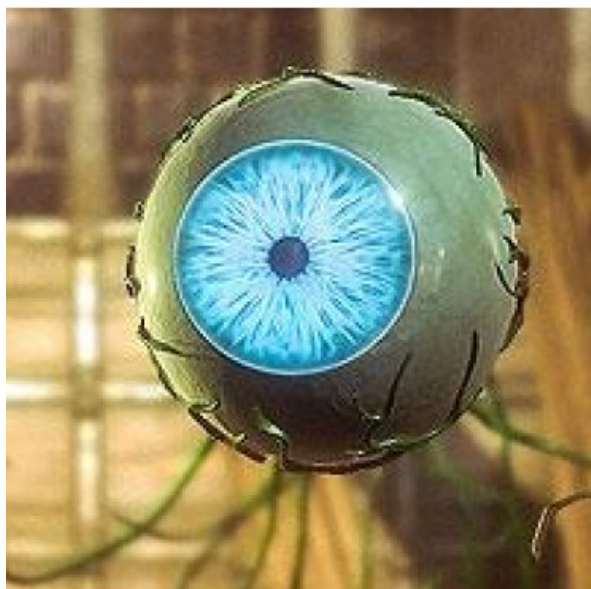

Flying Eye Pack PBR



Price: \$49.00

Short Description

Flying Eye Pack PBR brings you a staple of any quality RPG. This eyeball with tentacles is an emotional creature, even with just his eye to show it! The animations are detailed and realistic, and include plenty of dialation of the iris and more. Blend Shapes allow you to customize the Flying Eye even more, adjusting the physical mesh to your liking.

Description

Requires Unity 5.3.4 or higher.

Part of [PBR Monster Pack #2](#). Get more characters and Save!

Flying Eye Pack PBR brings you a staple of any quality RPG. This eyeball with tentacles is an emotional creature, even with just his eye to show it! The animations are detailed and realistic, and include plenty of dialation of the iris and more. Blend Shapes allow you to customize the Flying Eye even more, adjusting the physical mesh to your liking.

CUSTOMIZE TEXTURES

Use sliders to adjust the look & feel of the monsters. Easily change colors, add special effects like dirt, mud, blood, ice, snow, moss & more. It's fast and allows you to create any number of looks that perfectly suit your game. Most texture maps are 2048x2048.

Use the "Texture Creation" scene to quickly modify the look of the models, and then use the "Mass Export" tool to export all the Procedural Materials into game-ready Standard Shader materials with a single click.

MESH MORPHING

Exposed Blend Shapes allow for massive mesh morphing and customization. You can save settings in prefabs or script the shapes for in-game customization or randomization of your characters. Now you can spawn completely random enemies that all look different from each other.

CUSTOM RE-MIXABLE MUSIC

Music has been composed specifically for the characters we produce. The tracks are separated into layers and set up for use with the Unity Audio Mixer. Use this to mix your own tracks, and create the perfect sound for your game levels, and export all your mixes with a single click into game-ready .wav files!

A "Composers Mix" is also included if you do not want to mix your own track, and you can easily export the included mixes as well.

Listen to the included mixes in the Youtube Video below!

SOUND EFFECTS

Many of the animations now feature matching sound effects, along with a simple audio controller script that makes playing them and controlling things like volume, volume by speed etc easy. Nothing brings characters to life like high quality matching audio.

CONCEPT ART

Extra High Resolution images are provided in layered photoshop format for customization. Use these on your Steam page, your manual, your website & other advertising material to bring your game to life before you have gameplay to show.

ANIMATIONS

- Attack 1
- Attack 2
- Attack 3 Loop
- Attack Idle
- Attack Walk
- Cast 1 Loop
- Cast 2
- Death
- Go Alert
- Got Hit
- Idle
- Idle Break
- Quick Turn Left
- Quick Turn Right
- Taunt
- Walk
- Walk Backward

PARTICLES

Custom particles (magic spells etc) are included whenever appropriate. The package also includes our entire "Magic Spells & Particles Pack", so you can create your own magic spells.

PBR

Our models use real PBR values, not half-baked or made up PBR. We start out with real world materials and you can adjust from there. Maps included: Diffuse | Normal | Roughness | Metallic | Height | Ambient Occlusion

LEGACY SHADERS

Don't be fooled by the "requires Unity 5" message! The textures our system exports work with legacy shaders the same way any other character you already have does. You'll need Unity 5 to set up the textures, but once exported, you can bring them in to ANY Unity version and they'll work.

POLYCOUNT

We provide multiple LODs from High Poly (good for cinematics) to Low Poly (great for mobile). However, I suggest you use Simplygon or Mantis Online (google it, it's free) for creating your own LODs that fit your project/platform.

FILE FORMAT

Unity3d Package

Delivery

After completed purchase, the product will be instantly automatically available to download.

Product Gallery



