



Unity Asset - Animated FPS Weapons Pack (Part 1) v1.2.3

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Unity Asset - Animated FPS Weapons Pack (Part 1) v1.2.3: Introducing a comprehensive set of 7 high-quality animated weapons accompanied by a Full First Person Perspective (FPP) Controller, perfect for enhancing your Unity game projects. This package includes a versatile selection of weapons, each meticulously crafted for both desktop and mobile versions:

- Assault Rifle
- Combat Shotgun
- General-Purpose Machine Gun
- Semi-Automatic Pistol
- Shoulder-Launched Missile
- Sniper Rifle
- Submachine Gun

In addition to the weapons, the package contains essential components such as a demo scene, textures with dimensions of 2048x2048 (including Diffuse, Normal, and Specular maps), and an array of sound effects including fire, reload, melee, zoom, and more. Animation controllers and C# scripts are also provided to streamline integration into your project.

Using the assets is straightforward. Navigate to the Prefabs\CompletePlayerPrefab folder and drag and drop the Player prefab into your scene. Alternatively, you can explore the example demo scene for reference. The animations cover many actions, including selection, idle, movement, firing modes, reloading, zooming, melee attacks, and more. Each weapon also features polygon information for optimized performance across different platforms:

- Assault Rifle: 7684 Polys (Mobile: 4985 Polys)
- Combat Shotgun: 6924 Polys (Mobile: 4505 Polys)
- General-Purpose Machine Gun: 11048 Polys (Mobile: 5308 Polys)
- Semi-Automatic Pistol: 3442 Polys (Mobile: 2255 Polys)
- Shoulder-Launched Missile: 7418 Polys (Mobile: 3147 Polys)
- Sniper Rifle: 8780 Polys (Mobile: 4151 Polys)
- Submachine Gun: 7122 Polys (Mobile: 3486 Polys)
- Hands/Arms: 4968 Polys (Mobile: 2367 Polys)

The files are provided in FBX format for models and animations, PNG for textures, and WAV for sound effects, ensuring compatibility with various Unity render pipelines and ease of integration into your project environment.



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