

Unity Asset - Martial Arts Fight Game v2.2

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Unity Asset - Martial Arts Fight Game v2.2:

Presenting the Martial Arts Fight Game package, featuring over 170 meticulously crafted animations to elevate your gaming experience. Whether you're developing an RPG character, a main protagonist, or a captivating fight game, this bundle is designed to meet your needs.

Description: This package is continuously updated to ensure optimal performance and realism. Version 2.3 introduces 11 updated animations, including turn L/R90 and 9 new jump animations.

Dynamic Boxing and Muaythai Attack: Embrace the dynamic essence of boxing and the powerful strikes of Muaythai. Unlike heavy boxers, these animations embody a lightweight style, emphasizing speed and agility. The Muaythai set focuses solely on attack animations, delivering a thrilling combat experience.

Recommended for:

- RPG Characters
- Main Characters
- Fight Games
- Dynamic Keyframe Animation
- Extensive Variety of Side-View Animations
- Ideal for Side-Scrolling Games
- Includes Generic and Humanoid Versions
- Root Motion and Inplace Motion Supported

Animation List:

- Avoid: 4 animations
- Combo: 7 animations (with combo pause: 4)
- Death: 9 animations
- Down: 16 animations
- Hit: 24 animations
- Idle: 6 animations (with idle opposition: 4)
- Jump Attack: 7 animations (with Z-axis adjustments: 4)
- Jump: 5 animations (with Z-axis adjustments: 5)
- Additional Jump: 9 animations
- Kick: 5 animations (with pause: 4)
- Knockdown: 6 animations
- Lower Attack: 5 animations
- Pick: 3 animations
- Punch: 5 animations (with pause: 1)
- Revival: 3 animations
- Side: 15 animations
- Step: 2 animations
- Turn: 2 animations
- Movement: 17 animations

Enhance your game with the fluidity and realism of these animations, tailored for seamless integration into your project.



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