Unity Asset - Assault Character Pack Remastered v1.0

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Unity Asset - Assault Character Pack Remastered v1.0:

Introducing the next-generation Assault Character Package, now with enhanced detail and compatibility for the latest gaming platforms. This upgraded edition features a 10x higher character poly count and a more articulate skeleton, optimized for MotionBuilder and Unity Mecanim rigs.

Included in this package are 10 meticulously crafted skins, each designed for a distinct character archetype:

- Mercenary
- Military
- SWAT
- Delta Force
- North Soldier
- Arctic
- Red
- Green Army Man
- Golden Man
- Impostor

Plus, there are five new bonus skins to diversify your gameplay experience.

The weapon arsenal has been revamped as well, now boasting improved textures and compatibility:

- M16
- Glock
- Spas-12 Shotgun
- Smoke Grenade
- Hand Grenade
- Combat Knife

For your convenience, the Assault Character Package contains:

- 4k Textures, optimized for Unity 5 standard shader (specular setup), including Diffuse, Gloss (Smoothness), Specular, NormalMap, and Ambient Occlusion maps.
- Skinned model in FBX-format.
- MotionBuilder/Unity Mecanim compatible skeleton with 67 bones for advanced articulation.
- Four levels of detail (LODs) to ensure optimal performance across various platforms.

The Weapon Package offers:

- 2k PBS Textures, comprising Diffuse, Gloss (Smoothness), Specular, NormalMap, and Ambient Occlusion maps.
- Two LODs for each weapon, balancing detail with performance.

Elevate your gaming experience with the Assault Character Package, meticulously crafted for the next generation of gaming.

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