

vizard™ Complete Soldiers

Vizard Complete Soldiers is an extensive library of 3D models of soldiers for the use in realtime environments like computer games, simulations and other virtual worlds.



Included are:

- 50 fully animatable 3D soldiers
- for 3DS Max 6 and Vizard
- each character in 3 different polycounts
- 100 typical combat animations
- high res textures with layers in photoshop psd files
- many possibilities to change the models and textures
- various interchangeable equipment items
- normal bump maps and specular maps

The animation files

100 animation files in Character Studio BIP format are included in the library. They consist of animation clips and loops which are often needed in combat situations for games and other realtime simulations. The keyframe animations are optimized for better performance and easy modification.



poly level	low	medium	high
number of triangle polys	900	3500	6500
max. vertices per bones	2	2	2
number of bones	25	33	42

Each of the 50 characters comes in 3 different mesh resolutions. The meshes are skinned to a biped bone skeleton which is optimized for the use in realtime engines. See table above for details.



The texture maps

Each body texture is a 2048x2048 pixel PSD file whose layers are not collapsed. Texture elements like hair, skin, cloth color, camouflage patterns, dirt, cloth structure, drape/folding, symbols, joints, buttons, etc. are arranged on separate layers.

This means that the character texture can easily be modified and customized to create unique characters in a very easy and convenient way.



WORLD VIZ

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