

Nora Squad Documentation

Nora Squad — Stylized Fantasy Characters

Thank you for choosing **Nora Squad**! Nora Squad is a collection of **34 stylized fantasy characters** (105 animations) in five themed packs, a free Starter pack and the Complete Collection. Every pack contains hand-painted characters that work unlit or lit, a ready-to-use character component and two demo scenes. The characters you own are in `Nora Squad/Characters`; the table under *Characters* lists the whole collection and the pack of each one.

Packs share the same folders, so you can import several Nora Squad packs into one project: the demo scenes pick up every Nora Squad character in the project automatically when you open them.

About the effects: the particle effects in the `Demo Particles` folder are **simple demo effects**. They are included only to show where each animation's impact events fire. They are not the focus of this pack — replace them with your own effects, switch them off, or remove them in one click (see *Demo effects* below).

Quick start

1. Open **Tools ▸ Nora Squad ▸ Open Demo Scene** and press Play. ← / → switch characters · 1–4 play Idle / Move / Attack / Skill · Space attacks · L switches Unlit/Lit · E toggles demo effects · drag to orbit · scroll to zoom.
2. Open **Tools ▸ Nora Squad ▸ Open Lineup Scene** to see all your characters at once (click a name to make it attack).
3. Drag any prefab from `Nora Squad/Characters/<Name>/Prefabs` into your scene.
4. Call the character from your own scripts:

```
using NoraSquad;

public class MyUnit : MonoBehaviour
{
    [SerializeField] NoraCharacter character;

    void Start()
    {
        character.onHit.AddListener(DealDamage);    // fired on the impact frame of the attack
        character.PlayAttack();
    }

    void DealDamage() => Debug.Log("Hit!");
}
```

Requirements

- Unity 2022.3 LTS or newer (tested with 2022.3 and Unity 6).
- **Universal Render Pipeline** or **Built-in Render Pipeline** — the materials work in both without conversion.
- No other packages are required. The demo works with both the old Input Manager and the new Input System.

What is included

Folder	Contents
Characters/<Name>/Models	NS_<Name>.fbx (mesh + skeleton) and one FBX per animation, NS_<Name>@<Animation>.fbx
Characters/<Name>/Textures	Hand-painted albedo textures (2048 ²)
Characters/<Name>/Materials	M_NS_<Name>_<Part>_HandPainted (Nora Squad / Stylized Character shader)
Characters/<Name>/Animator	Animator Override Controller with the character's clips
Characters/<Name>/Prefabs	NS_<Name>: ready-to-use prefab
Shared	Character shader, base animator controller, runtime scripts, editor window
Demo Particles	Generated textures, materials and effect prefabs used by the demo
Demo	Showcase scene (one character at a time), Lineup scene (all characters) and their scripts. The scenes list every Nora Squad character in the project automatically.

Every FBX animation take has a unique name (NS_<Name>_<Animation>), and every asset uses the NS_ prefix so it never clashes with other packages.

The NoraCharacter component

Every prefab has a **NoraCharacter** component on its root (next to the Animator).

Member	Description
PlayIdle(), PlayMove(), PlayAttack(), PlaySkill()	Cross-fade to an animation. Attack and Skill return to Idle when finished (unless <i>Loop Actions</i> is on).
Play(NoraAction action)	Same as above with an enum.
SetAnimationSpeed(float speed)	Playback speed multiplier.
SetLighting(NoraLighting mode)	Switch between <code>NoraLighting.Unlit</code> and <code>NoraLighting.Lit</code> at runtime (shared material copies, SRP Batcher friendly).
Lighting, HasMove, HasSkill	Query the current mode and what this character supports.

Member	Description
Target	Optional transform that projectiles fly to. When empty they fly straight ahead.
onHit / onSkill	UnityEvents raised on the impact frame of the Attack / Skill animation.
Hit Effect, Skill Effect, Projectile (Inspector)	Optional prefabs spawned automatically on those events.

Characters without a dedicated move or skill animation play Idle (or their attack) instead, so every character can be driven with the same calls.

Using your own Animator Controller

The clips are regular Generic animation clips inside the @ FBX files; use them in any controller you like. Keep a **NoraCharacter** (or any script with `OnHit()` / `OnSkill()` methods) on the Animator's GameObject to receive the animation events, or remove the events in the FBX import settings.

Lighting: Unlit or Lit

Every character uses the same hand-painted textures in two ways:

- **Unlit** (default): shown exactly as painted, independent of scene lights. The cheapest option and the classic look for mobile and stylized games.
- **Lit**: soft stylized lighting from the main light, ambient light and received shadows, for lit 3D scenes.

Set **Lighting** on the NoraCharacter component (applied in play mode), call `SetLighting()` from code, or move the material's *Lighting* slider to change the look in the editor.

Shader settings (Nora Squad / Stylized Character)

Property	Description
Albedo / Tint	Base texture and colour multiplier
Lighting	0 = unlit (as painted), 1 = stylized lit
Shadow Color, Light Wrap	Colour and softness of the shaded side when lit
Receive Shadows	Strength of received shadows when lit
Rim Color / Rim Power	Optional rim highlight
Emission / Emission Color	Optional glow map

Demo effects

Every character can spawn an optional effect when its attack or skill lands (*Hit Effect*, *Skill Effect* or *Projectile* on the NoraCharacter component). The pack ships with simple demo effects made with Unity's built-in Particle System (Demo Particles folder). The `onHit` / `onSkill` events are raised whether effects are on, off or removed.

How	What it does
Tools ▸ Nora Squad ▸ Demo Effects ▸ Disable On All Characters	Keeps the effects in the project but stops all characters from spawning them.
Tools ▸ Nora Squad ▸ Demo Effects ▸ Enable On All Characters	Turns them back on.
Tools ▸ Nora Squad ▸ Demo Effects ▸ Remove Demo Effects From Project...	Clears the effect references on every character prefab and deletes the Demo Particles folder — no missing references are left behind. Re-import the package to get them back.
<code>NoraCharacter.GlobalEffectsEnabled = false;</code>	Runtime switch for all characters.
<code>character.SpawnEffects = false;</code>	Runtime switch for one character.
<i>E</i> key / <i>Effects</i> button in the demo scenes	Toggle the demo effects while playing.

To use your own effects, assign your prefabs to *Hit Effect*, *Skill Effect* or *Projectile* (a prefab with a `NoraProjectile` component) and set *Hit Point* / *Skill Point* to where they should appear.

Technical specs

Characters in the collection	34 in 5 themed packs
Animations	105 (2–4 per character: Idle, Walk/Run, Attack, Skill)
Triangles per character	4,778 – 15,794 (average 9,970)
Joints per character	24 – 123
Skinned meshes (draw calls) per character	2 – 9
Materials / textures per character	1 – 3 (one hand-painted texture per material)
Texture size	2048 ² on desktop, 1024 ² override on Android/iOS
Texture memory per texture	~5.3 MB desktop (BC7), ~0.6 MB mobile (ASTC 6x6), with mip maps
Rig	Generic, in-place animations (no root motion)
Rendering	URP and Built-in · SRP Batchter compatible materials

Characters

Character	Pack	Height	Tris	Joints	Meshes / Materials	Animations	Demo effect
Alchemist	Kingdom Heroes	1.60 m	11,902	59	7 / 2	Idle (loop), Walk (loop), Attack	Projectile_Water
Anchor	Kingdom Heroes	2.00 m	9,146	58	6 / 2	Idle (loop), Walk (loop), Attack, Skill	Hit_Physical / Hit_Water

Character	Pack	Height	Tris	Joints	Meshes / Materials	Animations	Demo effect
Archer	Kingdom Heroes	1.80 m	10,786	59	6 / 2	Idle (loop), Walk (loop), Attack	Projectile_Arrow
Armor Master	Kingdom Heroes	1.50 m	10,544	55	9 / 2	Idle (loop), Walk (loop), Attack	Hit_Physical
Barbarian	Monsters & Brutes	2.30 m	7,538	54	6 / 2	Idle (loop), Walk (loop), Attack	Hit_Physical
Bearman	Monsters & Brutes	2.40 m	14,726	101	5 / 1	Idle (loop), Walk (loop), Attack	Hit_Physical
Cyclops	Monsters & Brutes	2.60 m	8,620	60	5 / 2	Idle (loop), Walk (loop), Attack	Hit_Physical
Damage Totem	Forest Guardians	2.30 m	6,732	42	5 / 1	Idle (loop), Walk (loop), Attack	Hit_Fire
Dark Lady	Dark Legion	2.60 m	10,412	62	5 / 1	Idle (loop), Walk (loop), Attack, Skill	Projectile_Dark / Ground_Summon
Dark Lord	Dark Legion	2.40 m	11,516	63	6 / 2	Idle (loop), Walk (loop), Attack	Hit_Dark
Dryad	Forest Guardians	1.90 m	9,678	67	5 / 1	Idle (loop), Walk (loop), Attack	Projectile_Nature
Elf Archer	Forest Guardians	1.80 m	10,950	61	6 / 2	Idle (loop), Walk (loop), Attack	Projectile_Arrow
Elf Mage	Arcane Mages	1.90 m	10,718	68	6 / 1	Idle (loop), Walk (loop), Attack	Projectile_Nature
Frost Wizard	Arcane Mages	1.80 m	7,988	62	5 / 1	Idle (loop), Attack	Projectile_Frost
Gaia	Forest Guardians	2.60 m	13,702	105	5 / 1	Idle (loop), Walk (loop), Attack	Projectile_Nature
Goblin Berserker	Monsters & Brutes	1.30 m	8,584	64	7 / 2	Idle (loop), Run (loop), Attack	Hit_Physical
Goblin Bomber	Monsters & Brutes	1.30 m	9,782	72	6 / 1	Idle (loop), Walk (loop),	Projectile_Bomb

Character	Pack	Height	Tris	Joints	Meshes / Materials	Animations	Demo effect
						Attack	
Golem	Monsters & Brutes	2.80 m	5,362	51	5 / 1	Idle (loop), Walk (loop), Attack	Hit_Fire
Grukal	Monsters & Brutes	2.80 m	13,108	69	6 / 2	Idle (loop), Walk (loop), Whirlwind, Leap	Hit_Physical / Ground_Slam
Healer	Forest Guardians	2.20 m	10,686	123	7 / 2	Idle (loop), Walk (loop), Attack	Projectile_Nature
Knight	Kingdom Heroes	2.70 m	15,794	122	8 / 3	Idle (loop), Run (loop), Attack	Hit_Physical
Minion Skeleton	Dark Legion	1.40 m	8,548	54	3 / 1	Idle (loop), Walk (loop), Attack	Hit_Physical
Nature Templar	Forest Guardians	2.40 m	11,818	85	7 / 3	Idle (loop), Walk (loop), Attack	Hit_Nature
Ocean Queen	Arcane Mages	1.90 m	11,710	95	5 / 1	Idle (loop), Walk (loop), Attack	Projectile_Water
Old Soldier	Kingdom Heroes	1.85 m	8,334	61	7 / 2	Idle (loop), Walk (loop), Attack	Hit_Physical
Rifleman	Kingdom Heroes	1.45 m	8,154	56	6 / 2	Idle (loop), Walk (loop), Attack	Projectile_Bullet
Rogue	Kingdom Heroes	1.75 m	7,822	72	5 / 1	Idle (loop), Run (loop), Attack	Hit_Physical
Skeleton	Dark Legion	1.80 m	7,292	24	3 / 1	Idle (loop), Walk (loop), Attack	Hit_Physical
Slime	Monsters & Brutes	1.50 m	4,778	50	2 / 1	Idle (loop), Walk (loop), Attack	Hit_Nature
Succubus	Dark Legion	2.00 m	9,974	84	5 / 1	Idle (loop), Walk (loop), Attack	Hit_Fire
Summoner	Arcane Mages	1.90 m	9,812	88	5 / 1	Idle (loop), Walk (loop), Rise,	Hit_Dark / Ground_Summon

Character	Pack	Height	Tris	Joints	Meshes / Materials	Animations	Demo effect
						ControlLoop (loop)	
Wind Master	Arcane Mages	1.90 m	9,586	64	6 / 2	Idle (loop), Walk (loop), Attack	Projectile_Arcane
Wizard	Arcane Mages	2.00 m	9,426	62	6 / 2	Idle (loop), Walk (loop), Attack	Projectile_Arcane
Wolfman	Monsters & Brutes	2.10 m	13,440	48	5 / 1	Idle (loop), Walk (loop), Attack	Hit_Physical

Heights are measured in the idle pose including headgear and weapons. Animations use in-place motion (no root motion).

Performance notes

- Textures import at 2048 on desktop and are overridden to 1024 ASTC on Android and iOS. Lower *Max Size* in the texture importer for smaller builds.
- All character materials are SRP Batcher compatible.

Support

Questions, bug reports or feature requests: **contact.norasquad@gmail.com**

Please include your Unity version and render pipeline. Thank you for your purchase!