Technical Details :

Rigged: Yes

Animated: Yes

Number of Characters: 5

_____

Vertex Count(Spider): 6,004

Triangle Count(Spider): 3,194

_____

Texture Resolutions: 2048x2048

Number of Textures: 15

Number of Materials: 5

Do Materials derive from a Master Material with instances as variation: yes

Animations types: In-place

Number of Animations:

Virus : 9

Supported Development Platforms:

Windows: (Yes)

Mac: (Yes)

IOS : (YES)

Android: (YES)

_____

Animations :

Covid_01@atk_01

Covid_01@atk_02

Covid_01@damg_01
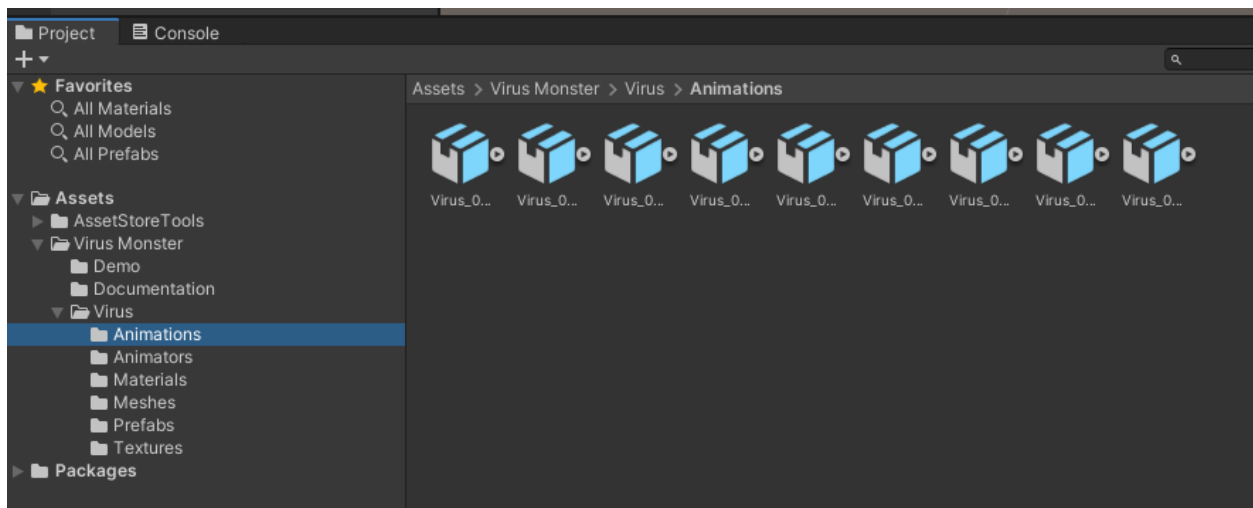
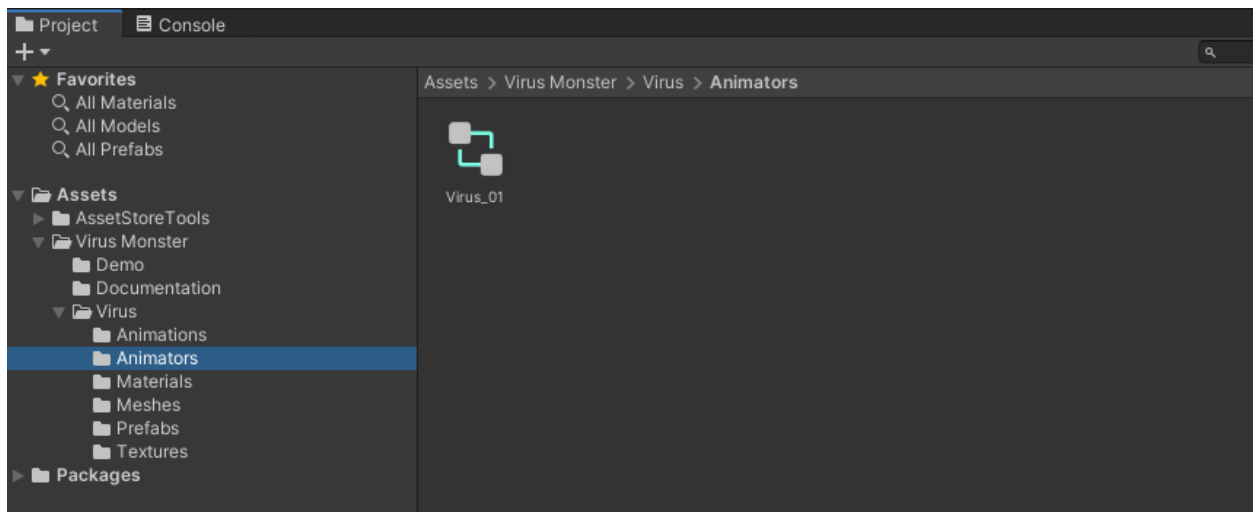Covid_01@damg_02

Covid_01@dead_01

Covid_01@dead_02

Covid_01@run

Covid_01@walk

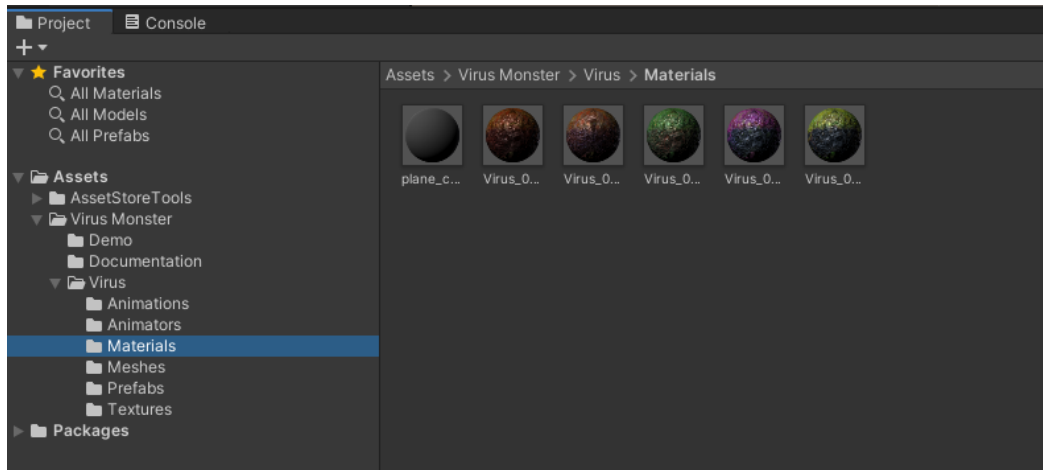Covid_01@idle

- Animations : contains animations

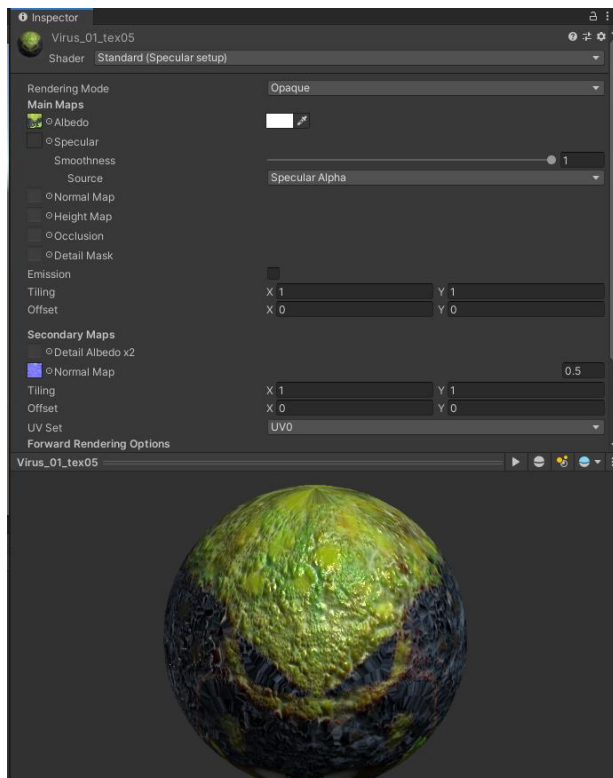**- Animators : contains Animator Controller**

- Materials : contains shader

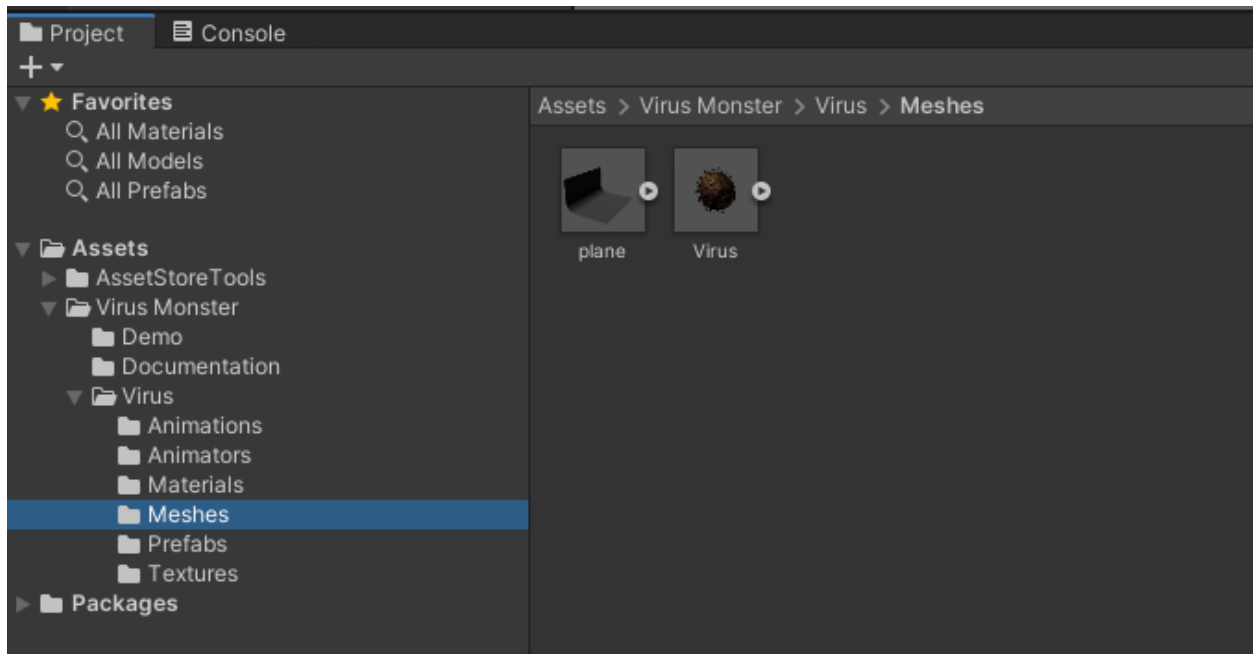**- includes 5 color variations**

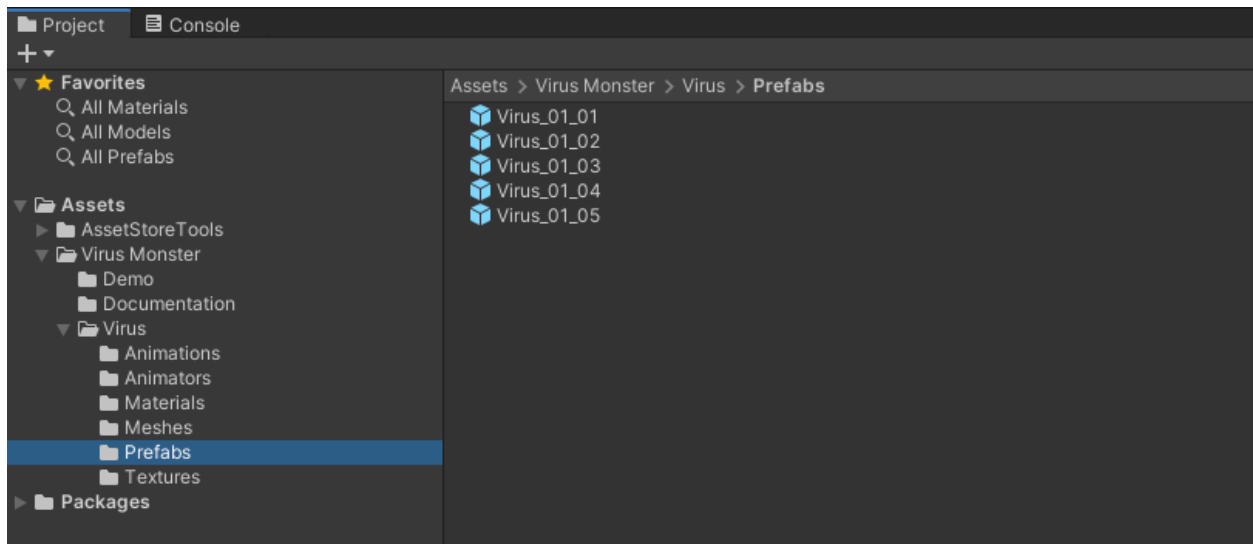**- Shader : standard (specular setup)**

- linked by : Albedo, Specular, Normal Map.

- Meshes : contains a Virus model

- Prefabs : contains 5 variations that have been fitted with the shader and Box collider

- Textures : There are 5 variations, distinguished by _tex01 or tex02, _tex03...

Project   Console

Favorites
   All Materials
   All Models
   All Prefabs

Assets
   AssetStoreTools
   Virus Monster
     Demo
     Documentation
     Virus
       Animations
       Animators
       Materials
       Meshes
       Prefabs
       Textures
Packages

Assets > Virus Monster > Virus > **Textures**

Virus_01_Albedo_tex01
Virus_01_Albedo_tex02
Virus_01_Albedo_tex03
Virus_01_Albedo_tex04
Virus_01_Albedo_tex05
Virus_01_Normal_tex01
Virus_01_Normal_tex02
Virus_01_Normal_tex03
Virus_01_Normal_tex04
Virus_01_Normal_tex05
Virus_01_Specular_tex01
Virus_01_Specular_tex02
Virus_01_Specular_tex03
Virus_01_Specular_tex04
Virus_01_Specular_tex05