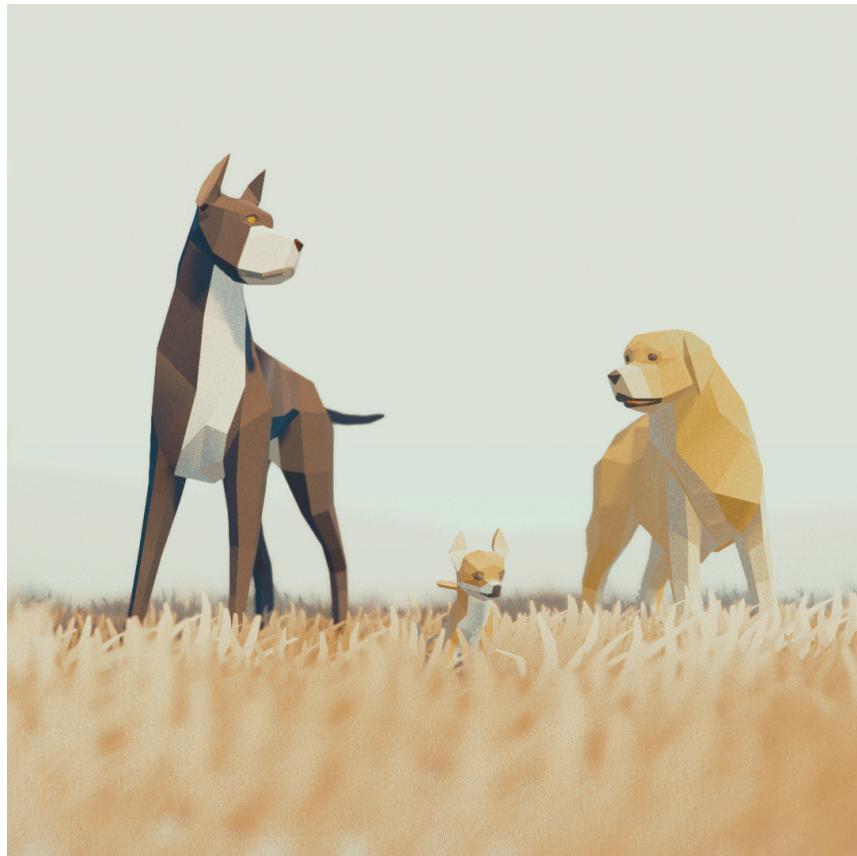


LOW POLY

# animated animals

*by* [polyperfect](#)



*Have a Suggestion?*

[contact@polyperfect.com](mailto:contact@polyperfect.com)

# Thanks!

First of all, thank you for purchasing our pack, we really appreciate that! We are putting a lot of effort into this.

We are also planning to expand the list of the characters and their animations in the future with free updates of the pack. Check out our [Discord](#) for any news.

# Handy Links ;)

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  - Inclusion in datasets utilized by Generative AI Programs; in the development of Generative AI Programs; or as inputs to Generative AI Programs.

# Updates

## **3.15 Small Update**

- New Meerkat animations
- Cow rig fixes

## **3.1 New Animals**

- Flamingo
- Horse Thoroughbred
- Meerkat
- Zebra
- Cow
- Cow Horns
- Couple of fixes

## **3.00 New Animals**

- Fox
- New rigs for Giraffe, Elephant, and Cat along with standard animations.
- (If you liked the old animations, please don't update those animals.)

## **2.97 New Animals**

- Dolphin
- Hippo
- Parrot
- Panda
- Reindeer
- Tapir

## **2.95**

- Animal Viewer scene

- Goose animations fix

## **2.91**

- Deer\_Eating, and Wolf\_Howl animations were added back to your requests
- Small fixes.

## **2.90 New Animals**

- Anteater
- Beaver
- Goat
- Goose
- Octopus
- Seal
- Sheep
- Sheep Wool
- Squid
- Squirrel
- Walrus

## **2.85 New Animals**

- Ostrich
- Rhino
- Vulture

## **2.80 New Animals**

- Tiger
- Lion
- Pig
- Chimpanzee
- Tucan
- Roaster

## **2.71 Scripts update**

## **2.70 New Animals**

- Eagle
- Hen
- Chicken
- More animals are coming soon! Cheers

## **2.60 Wander script 5.0**

- We have rewritten the script from the ground up
- Added a new tutorial on our YouTube

## **2.50**

- Boar
- Buffalo
- Dove
- More animals are coming soon!

## **2.40**

- Replacing Wolf and Deer rig for the new one with new animations.

## **2.34**

- Moving to 2018 LTS

## **2.1**

- Gorilla
- New horse animations
- A new way of managing stats of the animals

## **2.0**

- Chihuahua
- Great Dane
- Golden Retriever

# Animals

-  **Anteater** (928 vertices)
-  **Bear** (376 vertices)
-  **Beaver** (785 vertices)
-  **Boar** (796 vertices)
-  **Buffalo** (691 vertices)
-  **Polar bear** (376 vertices)
-  **Cat** (371 vertices)
-  **Chick** (311 vertices)
-  **Chimpanzee** (773 vertices)
-  **Cow Legacy** (704 vertices)
-  **Cow** (894 vertices)
-  **Cow Horns** (966 vertices)
-  **Crocodile** (779 vertices)
-  **Deer** (529 vertices)
-  **Dog: Golden Retriever** (466 vertices)
-  **Dog: Great Dane** (496 vertices)
-  **Dog: Chihuahua** (438 vertices)
-  **Dolphin** (453 vertices)
-  **Dove** (402 vertices)
-  **Eagle** (508 vertices)
-  **Elephant** (730 vertices)
-  **Fish** (86 vertices)
-  **Flamingo** (743 vertices)
-  **Fox** (937 vertices)
-  **Giraffe** (630 vertices)
-  **Goat** (731 vertices)
-  **Goose** (581 vertices)
-  **Gorilla** (643 vertices)
-  **Hen** (449 vertices)
-  **Hippo** (835 vertices)
-  **Horse Legacy** (605 vertices)
-  **Horse** (966 vertices)
-  **Jellyfish** (520 vertices)
-  **Lion** (942 vertices)
-  **Meerkat** (913 vertices)
-  **Octopus** (1088 vertices)
-  **Orca** (474 vertices)
-  **Ostrich** (496 vertices)
-  **Panda** (857 vertices)
-  **Parrot** (490 vertices)
-  **Penguin** (303 vertices)
-  **Pig** (708 vertices)
-  **Rabbit** (317 vertices)
-  **Reindeer** (1241 vertices)
-  **Rhino** (712 vertices)
-  **Roaster** (555 vertices)
-  **Seagull** (82 vertices)
-  **Seal** (468 vertices)
-  **Shark** (401 vertices)
-  **Sheep** (858 vertices)
-  **Sheep Wool** (706 vertices)

- 🐍 **Snake** (215 vertices)
- 🕷️ **Spider** (529 vertices)
- 🐙 **Squid** (1051 vertices)
Squirrel (752 vertices)Starfish (55 vertices)Tapir (736 vertices)

Tiger (1104 vertices)Tucan (544 vertices)Vulture (467 vertices)Walrus (484 vertices)Wolf (594 vertices)Zebra (1291 vertices)

# Animations

## 🐻 **Anteater**

Anteater\_Idle, Anteater\_Idle2, Anteater\_Idle to Walk, Anteater\_Walk, Anteater\_Walk to Idle, Anteater\_Idle to Run, Anteater\_Run, Anteater\_Run to Idle, Anteater\_Attack, Anteater\_Death

## 🐻 **Bear**

Bear\_Death, Bear\_Idle, Bear\_Run, Bear\_StandUp, Bear\_StandUp\_Attack, Bear\_Walk

## 🐿️ **Beaver**

Beaver\_Idle, Beaver\_Idle to Walk, Beaver\_Walk, Beaver\_Walk to Idle, Beaver\_Idle to Run, Beaver\_Run, Beaver\_Run to Idle, Beaver\_Attack, Beaver\_Death

## 🐗 **Boar**

Boar\_Attack, Boar\_Death, Boar\_Idle Breathing, Boar\_Idle left Right, Boar\_Idle to Run, Boar\_Idle to Walk, Boar\_Run, Boar\_Run to Idle, Boar\_Walk, Boar\_Walk to Idle

 **Buffalo**

Buffalo\_Attack, Buffalo\_Death, Buffalo\_Idle Breathing, Buffalo\_Idle Left, Buffalo\_Idle Right, Buffalo\_Idle to Run, Buffalo\_Idle to Walk, Buffalo\_Run, Buffalo\_Run to Idle, Buffalo\_Walk, Buffalo\_Walk to Idle

 **Cat**

Cat\_idle, Cat\_attack, Cat\_idle to walk, Cat\_\_walk, Cat\_walk to idle, Cat\_idle to run, Cat\_run, Cat\_run to idle, Cat\_death

 **Chick**

Chick\_Attack, Chick\_Death, Chick\_\_Idle to run, Chick\_Idle to walk, Chick\_Idle1, Chick\_Idle2, Chick\_Run, Chick\_Run to idle, Chick\_Walk, Chick\_Walk to idle

 **Chimpanzee**

Chimpanzee\_idle to walk, Chimpanzee\_walk, Chimpanzee\_walk to idle, Chimpanzee\_idle to run, Chimpanzee\_run, Chimpanzee\_run to idle, Chimpanzee\_idle breathing, Chimpanzee\_idle screaming, Chimpanzee\_idle banging chest, Chimpanzee\_attack, Chimpanzee\_death

 **Cow Legacy**

Cow\_Death, Cow\_Eating, Cow\_Idle, Cow\_Run, Cow\_Walk

 **Cow**

Cow\_Attack, Cow\_Death, Cow\_Idle1, Cow\_Idle2, Cow\_Run, Cow\_Walk

 **Crocodile**

Crocodile\_Attack\_1, Crocodile\_Attack\_2, Crocodile\_Death, Crocodile\_Idle, Crocodile\_Swim, Crocodile\_Walk

 **Deer**

Deer\_Attack, Deer\_Death, Deer\_Eating, Deer\_Idle2, Deer\_Idle Breath, Deer\_Idle to Run, Deer\_Idle to Walk, Deer\_Run, Deer\_Run to Idle, Deer\_Walk, Deer\_Walk to Idle

 **Dog: Golden Retriever**

Dog-GoldenRetriever\_Bark, Dog-GoldenRetriever\_Idle, Dog-GoldenRetriever\_Run,  
Dog-GoldenRetriever\_Sit, Dog-GoldenRetriever\_Stand, Dog-GoldenRetriever\_Walk

 **Dog: Great Dane**

Dog-GreatDane\_Bark, Dog-GreatDane\_Idle, Dog-GreatDane\_Run,  
Dog-GreatDane\_Sit, Dog-GreatDane\_Stand, Dog-GreatDane\_Walk

 **Dog: Chihuahua**

Dog\_Chihuahua\_Bark, Dog\_Chihuahua\_Idle, Dog\_Chihuahua\_Run,  
Dog\_Chihuahua\_Sit, Dog\_Chihuahua\_Walk

 **Dolphin**

Dolphin\_Idle, Dolphin\_Idle2, Dolphin\_Idle to Swim, Dolphin\_Swimming,  
Dolphin\_Swim jump, Dolphin\_Attack, Dolphin\_Swim to Idle, Dolphin\_Death,  
Dolphin\_Death Inplace

 **Dove**

Dove\_Attack, Dove\_Death, Dove\_Fly, Dove\_Fly to Idle, Dove\_Idle Right, Dove\_Idle  
to Fly, Dove\_Idle to Run, Dove\_Idle to Walk, Dove\_Run, Dove\_Walk, Dove\_Walk to  
Idle

 **Eagle**

Eagle\_Death, Eagle\_Fly idle, Eagle\_Fly idle to flying, Eagle\_Fly start, Eagle\_Flying,  
Eagle\_Flying attack, Eagle\_Flying to fly idle, Eagle\_Flying to idle, Eagle\_Idle,  
Eagle\_Idle to Run, Eagle\_Idle to walk, Eagle\_Run, Eagle\_Run to idle, Eagle\_Walk,  
Eagle\_Walk to idle

 **Elephant**

Elephant\_idle, Elephant\_idle2, Elephant\_idle\_to\_walk, Elephant\_walk,  
Elephant\_walk\_to\_idle, Elephant\_idle\_to\_run, Elephant\_run,  
Elephant\_run\_to\_idle, Elephant\_attack, Elephant\_death

 **Fish**

Fish\_Swim

 **Flamingo**

Flamingo Walk, Flamingo Run, Flamingo Idle, Flamingo Attack, Flamingo Death

 **Fox**

Fox\_Idle, Fox\_Idle to Walk, Fox\_Walk, Fox\_Walk to Idle, Fox\_Idle to Run,  
Fox\_Run, Fox\_Run to Idle, Fox\_Attack, Fox\_Death

 **Giraffe**

Giraffe\_idle, Giraffe\_idle to walk, Giraffe\_walk, Giraffe\_walk to idle, Giraffe\_idle2,  
Giraffe\_idle to run, Giraffe\_run, Giraffe\_run to idle, Giraffe\_attack, Giraffe\_death

 **Goat**

Goat\_Idle Breath, Goat\_Idle to Walk, Goat\_Walk, Goat\_Walk to Idle, Goat\_Idle 2,  
Goat\_Idle to Run, Goat\_Run, Goat\_Run to Idle, Goat\_Attack, Goat\_Death

 **Goose**

Goos\_Idle, Goos\_Idle 2, Goos\_Idle 3, Goos\_Idle 4, Goos\_Idle to Walk, Goos\_Walk,  
Goos\_Walk to Idle, Goos\_Idle to Run, Goos\_Run, Goos\_Run to Idle, Goos\_Idle to  
Fly, Goos\_Fly, Goos\_Fly to Idle, Goos\_Attack, Goos\_Death

 **Gorilla**

Gorilla\_Attack, Gorilla\_ChestHit, Gorilla\_Death, Gorilla\_Idle, Gorilla\_Run,  
Gorilla\_Walk

 **Hen**

Hen\_Attack, Hen\_Death, Hen\_Fly to idle, Hen\_Flying, Hen\_Idle breath, Hen\_Idle roast, Hen\_Idle to fly, Hen\_Idle to run, Hen\_Idle to slow walk, Hen\_Idle to walk, Hen\_Idle2, Hen\_Idle 3, Hen\_Run, Hen\_Run to idle, Hen\_Slow walk, Hen\_Slow walk to idle, Hen\_Walk, Hen\_Walk to idle

 **Hippo**

Hippo\_Idle, Hippo\_Idle2, Hippo\_Idle to Walk, Hippo\_Walk, Hippo\_Walk to Idle, Hippo\_Idle to Run, Hippo\_Run, Hippo\_Run to Idle, Hippo\_Attack, Hippo\_Death

 **Horse Legacy**

Horse\_Death, Horse\_Eating, Horse\_Idle, Horse\_Run, Horse\_Walk

 **Jellyfish**

JellyFish\_Idle

 **Lion**

Lion\_idle breathing, Lion\_idle to walk, Lion\_walk, Lion\_walk to idle, Lion\_idle roar, Lion\_idle to run, Lion\_run to idle, Lion\_attack, Lion\_death

 **Meerkat**

Meerkat\_Walk, Meerkat\_Run, Meerkat\_Idle\_Standing\_In, Meerkat\_Attack, Meerkat\_Death, Meerkat\_Idle\_Floor, Meerkat\_Idle\_Standing, Meerkat\_Idle\_Standing\_out

 **Octopus**

Octopus\_Idle, Octopus\_Idle to Swim, Octopus\_Swim, Octopus\_Swim to Idle, Octopus\_Attack, Octopus\_Death

 **Orca**

Orca\_Attack, Orca\_Death, Orca\_Eat, Orca\_Idle, Orca\_Swim

 **Ostrich**

Ostrich\_Walk, Ostrich\_Run, Ostrich\_Idle, Ostrich\_Attack, Ostrich\_Death

 **Panda**

Panda\_Idle, Panda\_Idle to Walk, Panda\_Walk, Panda\_Walk to Idle, Panda\_Idle to Run, Panda\_Run, Panda\_Run to Idle, Panda\_Attack, Panda\_Death, Panda\_Idle2

 **Parrot**

Parrot\_Walk, Parrot\_Run, Parrot\_Idle, Parrot\_Fly, Parrot\_Attack, Parrot\_Death

 **Penguin**

Penguin\_Death, Penguin\_Idle, Penguin\_Run, Penguin\_Shake, Penguin\_Walk

 **Pig**

Pig\_idle breathing, Pig\_idle2, Pig\_idle to walk, Pig\_walk, Pig\_walk to idle, Pig\_idle to run, Pig\_run, Pig\_run to idle, Pig\_attack, Pig\_death

 **Rabbit**

Rabbit\_Death\_0, Rabbit\_Death\_1, Rabbit\_Idle, Rabbit\_Jump\_Up, Rabbit\_Jump\_Walk, Rabbit\_LookOut, Rabbit\_Run

 **Reindeer**

Reindeer\_Walk, Reindeer\_Idle, Reindeer\_Run, Reindeer\_Death, Reindeer\_Attack

 **Rhino**

Rhino\_Walk, Rhino\_Run, Rhino\_Idle, Rhino\_Attack, Rhino\_Death

 **Roaster**

Roaster\_idle breathing, Roaster\_idle roast, Roaster\_idle2, Roaster\_idle3, Roaster\_idle to walk, Roaster\_walk, Roaster\_walk to idle, Roaster\_idle to run, Roaster\_run, Roaster\_run to idle, Roaster\_idle to fly, Roaster\_fly, Roaster\_fly to idle, Roaster\_attack, Roaster\_death

 **Seagull**

Seagul\_Fly, Seagul\_Sitting



### **Seal**

Seal\_Idle, Seal\_Idle 2, Seal\_Idle to Walk, Seal\_Walk, Seal\_Walk to Idle, Seal\_Idle to Run, Seal\_Run, Seal\_Run to Idle, Seal\_Attack, Seal\_Death



### **Shark**

Shark\_Attack, Shark\_Death, Shark\_Swim, Sheep\_Idle



### **Sheep**

Sheep\_Idle to Walk, Sheep\_Walk, Sheep\_Walk to Idle, Sheep\_Idle 2, Sheep\_Idle to Run, Sheep\_Run, Sheep\_Run to Idle, Sheep\_Attack, Sheep\_Death



### **Sheep Wool**

Sheep-wool\_Idle, Sheep-wool\_Idle to Walk, Sheep-wool\_Walk, Sheep-wool\_Walk to Idle, Sheep-wool\_Idle2, Sheep-wool\_Idle to Run, Sheep-wool\_Run,

Sheep-wool\_Run to Idle, Sheep-wool\_Attack, Sheep-wool\_Death,



### **Snake**

Snake\_Attack, Snake\_Death, Snake\_Idle, Snake\_Slither



### **Spider**

Spider\_Attack, Spider\_Death 1, Spider\_Death 2, Spider\_Death 3, Spider\_Idle,

Spider\_Scared, Spider\_Walk



### **Squid**

Squid\_Idle, Squid\_Idle to Swim, Squid\_Swim, Squid\_Swim to Idle, Squid\_Death



### **Squirrel**

Squirrel\_Idle, Squirrel\_Idle 2, Squirrel\_Idle to Walk, Squirrel\_Walk, Squirrel\_Walk to Idle, Squirrel\_Idle to Run, Squirrel\_Run, Squirrel\_Run to Idle, Squirrel\_Attack,

Squirrel\_Death



### **Starfish**

StarFish\_Walk

 **Tapir**

Tapir\_Idle, Tapir\_Walk, Tapir\_Run, Tapir\_Attack, Tapir\_Death

 **Tiger**

Tiger\_idle breathing, Tiger\_attack1, Tiger\_idle to walk, Tiger\_walk, Tiger\_walk to idle, Tiger\_idle road, Tiger\_idle to run, Tiger\_run, Tiger\_run to idle, Tiger\_attack2, Tiger\_death

 **Tucan**

Tucan\_idle left, Tucan\_idle right, Tucan\_idle to walk, Tucan\_walk, Tucan\_walk to idle, Tucan\_idle to run, Tucan\_run, Tucan\_run to idle, Tucan\_idle to fly, Tucan\_flying, Tucan\_fly to idle, Tucan\_attack, Tucan\_death

 **Vulture**

Vulture\_Idle, Vulture\_Fly, Vulture\_Walk, Vulture\_Attack, Vulture\_Death

 **Walrus**

Walrus\_Idle, Walrus\_Idle 2, Walrus\_Idle to Walk, Walrus\_Walk, Walrus\_Walk to Idle, Walrus\_Idle to Run, Walrus\_Run, Walrus\_Run to Idle, Walrus\_Attack, Walrus\_Death

 **Wolf**

Wolf\_Attack, Wolf\_Death, Wolf\_Howl, Wold\_Idle, Wolf\_Idle to Run, Wold\_Idle to Walk, Wolr\_Run, Wolf\_Run to Idle, Wolf\_Walk, Wolf\_Walk to Idle

 **Zebra**

Zebra\_Walk, Zebra\_Run, Zebra\_Idle1, Zebra\_Idle2, Zebra\_Attack, Zebra\_Death

# **Demo Scenes**

## **01 - Main Scene**

- All animals in one scene using Wander Script for demo purposes

## **02 - Animal Viewer DEMO**

- Handy viewer with all animals and animations

## **03 - Other Demo Scenes (Legacy)**

- DEMO - bear
- DEMO - cat
- DEMO - cow
- DEMO - crocodile
- DEMO - deer
- DEMO - dogs
- DEMO - elephant
- DEMO - gorilla
- DEMO - horse
- DEMO - penguin
- DEMO - rabbits
- DEMO - seagull
- DEMO - shark
- DEMO - snake
- DEMO - spider
- DEMO - wolf

# Textures

All animals are properly UVwrapped so it is easy to change them or create your variations: <https://www.youtube.com/watch?v=2B6ZcS9KD78>



# Wander Script

Hello and welcome to the tutorial on how to use our new wander script in our packs

## About

The wander script is a solution for quick and easy drag and drops AI, we have taken the idea of AI (Artificial Intelligence) and turned it into a more manageable script, it lets you decide which Characters you want at the top of your food chain and gives you the flexibility to use them in your own world.

Before you go ahead and make a killer army of bunny rabbits, I suggest you look at this guide and see what each part of the Wander Script does, so you don't get lost.



# How does it work?

So, let's move onto the test scene where we will be able to talk you through some of the awesome new features of the script such as the new NavMesh option, allowing you to make the animals walk across your terrain. So for navmesh to work, all you simply need to do is make the objects that you want the animals to be able to walk on set to static, this will allow you to navmesh bake onto the object and allow the animals to walk around. (If you are uncertain how to create a **NavMesh** please refer to Unity Documentation).

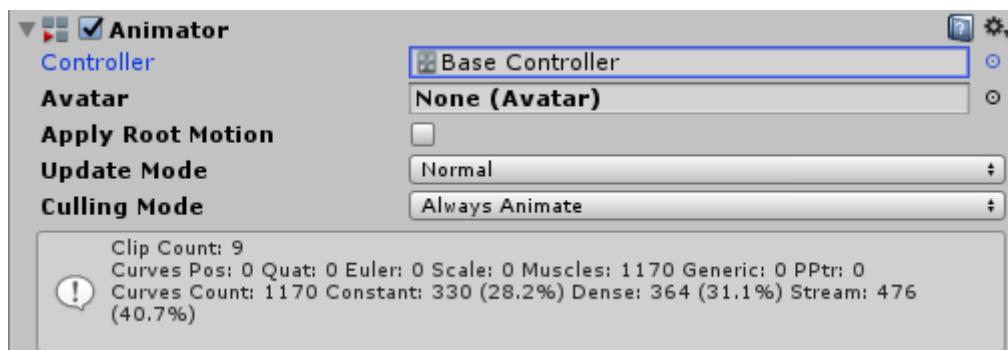
For this feature to work, you will also need to make sure that the characters you want to walk along the terrain have a **navmesh** Agent component attached to them. The script also relies on having a character controller as a backup, so you will not be able to delete this component.

## Errors Section

### Section 1.

**Error (“Character name” has no animator controller, make sure you put one in to allow the character to walk. See documentation for more details (1).**

To fix this error simply drop the base controller into the controller section of the Animator.



## **MORE INFORMATION**

Animator Controllers - An animator controller acts as a brain for all the animations, it tells which animation to play using what's called a "Parameter".

There are 4 types of parameters that you can use in an Animator Controller, but we are only going to focus on a "boolean parameter" while using the Wander Script.

A boolean parameter can either be **True** or **false**

If you click on any of these white lines you will see that each line has a "condition", a condition is a place for you to use a "Parameter" to tell that transition to happen or not.

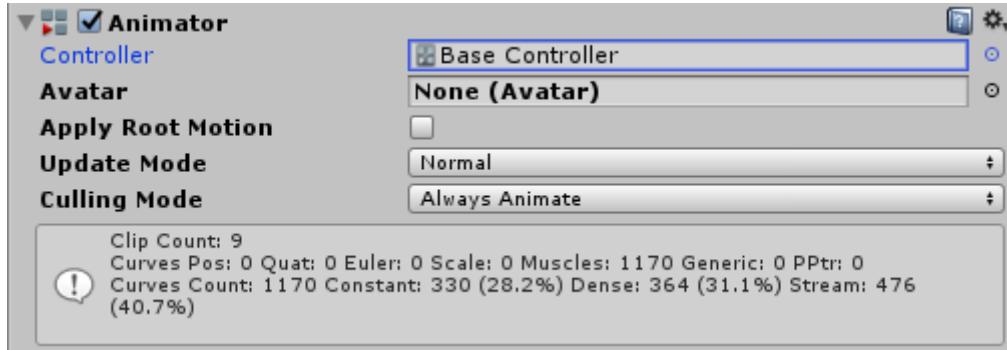
If we look at the walk, for example, we can see that the transition going away from Idle has a condition with the parameter "isWalking" on it. It is also set to true because we want this transition to only happen when our parameter "isWalking" is set to true.

So now you know what an animator controller is, did you know that you can create what's called an "Animator Override Controller", this will let you keep all the logic of the base controller but simply swap the animations you want to see. Give it a try!

## **Section 2.**

**Error("Character name" has no avatar, make sure you put one in to allow the character to animate (2)**

To fix this error simply drop the main\_Rig Avatar into the avatar section on the animator.



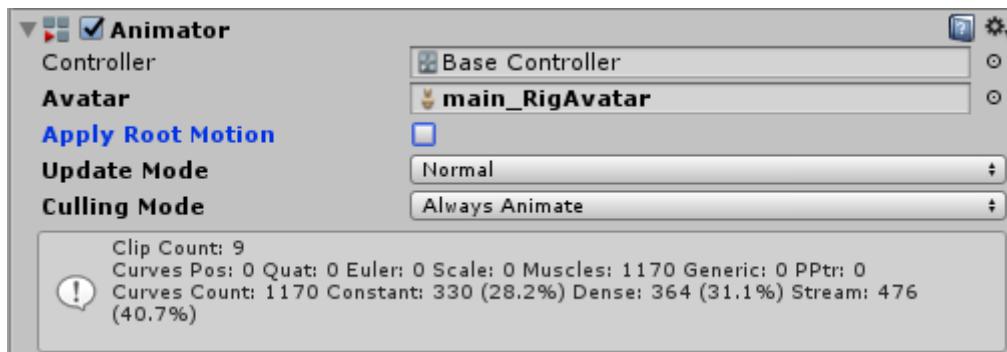
#### MORE INFORMATION

Each “Humanoid” Rig will need an avatar to be able to animate, this avatar identifies which rig it belongs to. We have already set up all the characters in this pack to use the same avatar, this avatar belongs to a rig called the main\_Rig. This avatar will be the one you are looking for if you want to retarget animation.

## Section 3.

**Error(“Character name” has root motion applied, consider turning this off as our script will deactivate this on the play as we do not use it (3))**

To stop getting this error you will simply need to turn this tick box off.



#### MORE INFORMATION

We do not use root motion animation in our scripts or animations, so please make sure that if you want to add any new animations then you make sure they are animating on the spot

## **Section 4.**

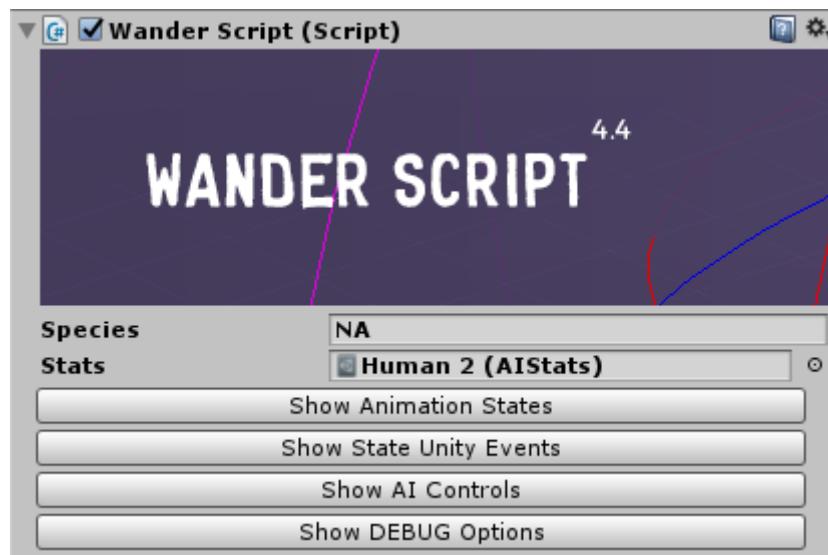
**Error(“Character name” has no idle or movement states, make sure you fill these out. See documentation for more details (4)**

To fix this you will need to fill out the states located under the “Show animation States” tab in the inspector. See below if you need more information.

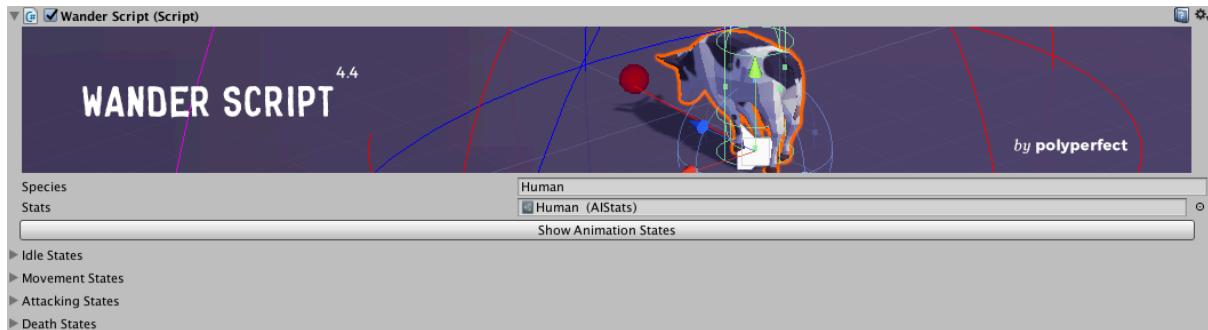
## **Section 5.**

**Error(has no AI stats, make sure you assign one to the Wander Script. See documentation for more details (5)**

To fix this make sure the Stats section is not empty! Check below to make your own.



# States



## Idle States

### SIZE

How many idle states this animal has, changing the layer weights later will allow you to have more generic idles play more often and less generic playing only every now and again.

### STATE NAME

Name your state, call it whatever it is. So eating, standing, peeing, whatever the animal has

### ANIMATION BOOL

The name of the Boolean set up in the animator. Read Section 1.) for more information.

### MIN STATE TIME

The length of time that the animal is has to stay in that.

### MAX STATE TIME

The length of time that the animal is allowed to stay in that state.

### STATE WEIGHT

This is the weight of this state being chosen over another, for instance, if the layer weight of eating is set to 2, the layer weight of standing was set to 1. Then because the

weighting is higher on eating, it will most of the time choose to eat over choose to stand.

## Movement States

### **SIZE**

How many movements states the animal has, eg. Running, walking, Sprinting, Crawling, Hopping.

### **STATE NAME**

Name your state.

### **ANIMATION BOOL**

The name of the Boolean set up in the animator. Read Section 1.) for more information.

### **MAX STATE TIME**

The length of time that this movement can happen for.

### **MOVE SPEED**

The speed at which the character moves when in this state, e.g.running should be faster than walking.

### **TURN SPEED**

The speed at which the character can turn when in this state

## Attacking States

### **SIZE**

How many Attacking states the character have.

### **STATE NAME**

Name your state.

#### **ANIMATION BOOL**

The name of the Boolean set up in the animator. Read Section 1.) for more information.

**Error(,, this character will not be able to attack. See documentation for more details (4)) To fix, read below.**

## **Death states**

#### **SIZE**

How many Death states the Character has.

#### **STATE NAME**

Name your state.

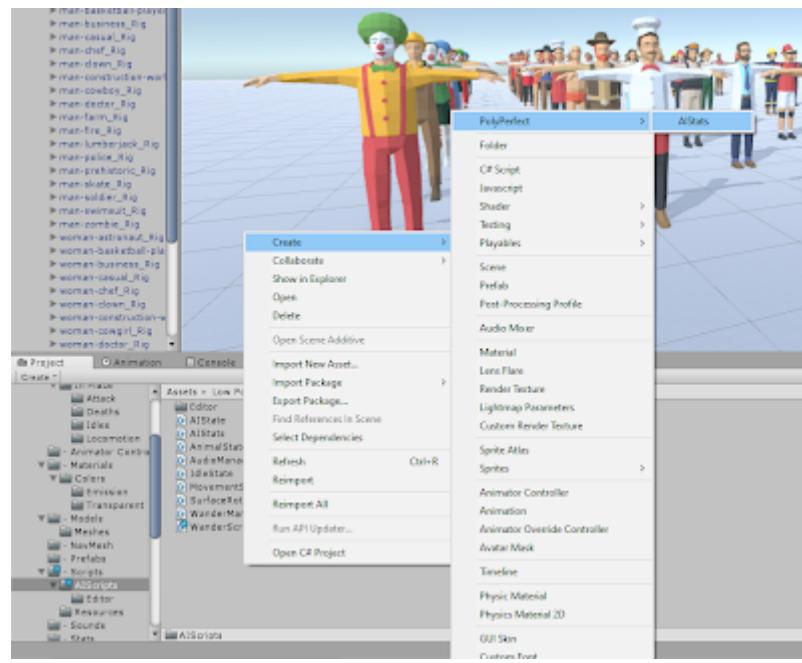
#### **ANIMATION BOOL**

The name of the Boolean set up in the animator. Read Section 1.) for more information.

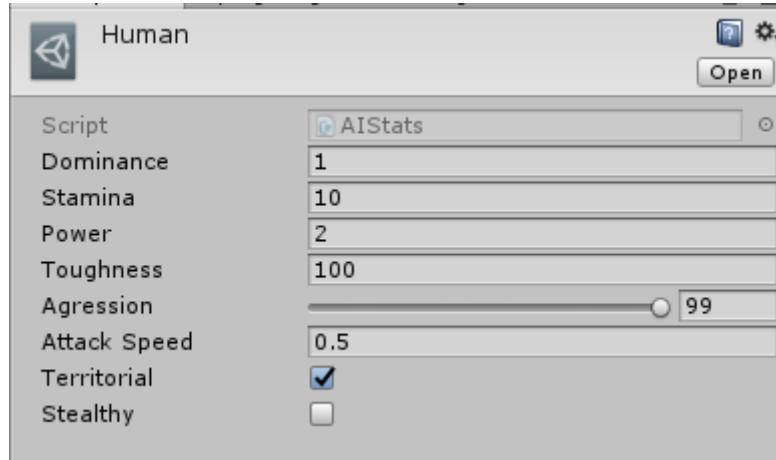
## **Stats**

Stats are what make each AI unique, they give each character the ability to have advantages over other Characters. They come in a handy asset file so you do not need to set this up over and over again for each character.

To create a new Stats simply right-click in the Assets folder, click create/Polyperfect/AIStats.



This will make you a new file in the project called “New AI Stats”, if you click on this file you will see some values that you can edit in the inspector. Below is a description of what each of these values means.



## SPECIES

This is nice and simple, this simply indicates what species the animal is.

## WANDER ZONE

The Wander Zone indicates how far the animal is allowed to wander from its origin point, set this as high as you need to if you want the animal to be able to travel across your world

## **DOMINANCE**

This is the first part of our clever system, this indicates how high up the food chain the animal is. This can be changed to your liking, therefore allowing you to create a killer rabbit army.

## **AWARENESS**

This range is how far this animal can sense a predator, for instance, if there is a bear lurking nearby, a deer will run off if it sees it in its awareness range. This will stick to the animal as it travels around its wander radius.

## **SCENT**

This is how far an animal can sense its prey, this will stick the position of the animal as it travels around its wander radius.

## **STAMINA**

This is how far the animal can run before it gets tired. Let's hope it's up high for those killer rabbits to not catch them.

## **POWER**

This is the attack of an animal, the higher this number, the more damage it will do to another animal when it attacks.

## **TOUGHNESS**

This means the animals health, setting this higher will allow the more powerful animals to not damage this one as much.

## **AGGRESSION**

This is simply the chance that this animal will attack another animal, setting this to 100% WILL MEAN IT ATTACKS EVERYTHING. 50% will mean it might attack half the time.

## **TERRITORIAL**

This means that this animal will attack another animal of the same species, allowing the king of the forest to stay the king.

## **STEALTHY**

These animals cannot be detected by another animal, great for spiders and snakes which are less obvious.

# **Extra Handy Scripts**

## **Stats Table**

View your character stats side by side with the **Stats Table!** This table will show you a side by side comparison of all the stats you have in your project so that you can balance how your characters behave. To view this, simply look at the top of the project under **PolyPerfect/Stats Table** to open.

The screenshot shows a software window titled "PolyPerfect Stats". The main title is "STATS TABLE". Below it, a sub-instruction says: "See a side by side comparison of the animal stats, use the boxes below to re-order the list into the highest value of the category". A table lists various stats for two entries: "Human 2" and "Human". The columns are: Animal Name, Dominance, Aggression, AttackSpeed, Power, Stamina, Stealth, Toughness, and Territorial. The data is as follows:

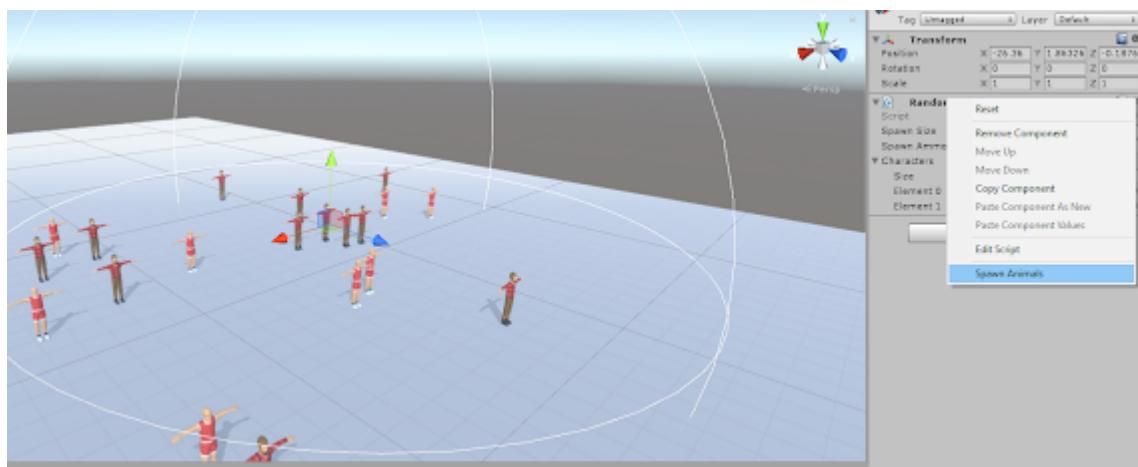
Animal Name	Dominance	Aggression	AttackSpeed	Power	Stamina	Stealth	Toughness	Territorial
Human 2	1	99	0.5	4	12	<input type="checkbox"/> False	200	<input checked="" type="checkbox"/> True
Human	5	99	0.5	2	18	<input type="checkbox"/> False	100	<input checked="" type="checkbox"/> True

At the bottom center of the table area is a button labeled "Add New Stats".

# Random Character Placer

There is also some extra handy script in the project that can help with randomly placing characters around your terrains, this is called **RandomCharacterPlacer**.

To use it, simply add this script to a gameobject in the scene, then change the spawning size, choose how many you want to spawn. Then drag the characters you want to spawn into the list. To spawn the Characters, simply right click on the script and press “**Spawn Characters**”

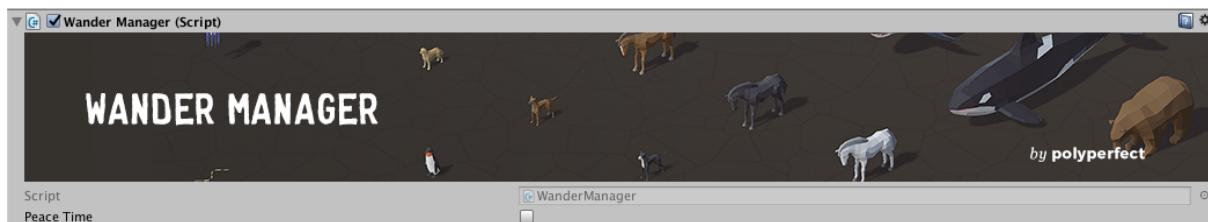


# Wander Manager

Another handy script is called the **Wander Manager**, add this script to a gameobject in the scene and you will be able to set all the characters in your scene to

peaceful. During play mode, you will also be able to press the nuke button and watch all the characters die.

**Make sure you only ever have one wander manager script in your scene or things will break.**



## Anim Speed

**AnimSpeed** is a cool little script you can add to a character that will speed up or slow down all the animations in a character by a random amount. This is useful to get the characters walking at different speeds.

To use it, simply put the script on the same object that has an animator on it.

# Gizmos

if you turn these on then you will get three colored rings that go around the animal.

Red

**Scent**

Blue

**Wander**

Pink

**Awareness**

If you would like a visual indication with a little icon above each circle, please drag the Gizmos folder next to the assets folder in the project window.

# FAQ

## 1. Does your pack work in Unity URP?

All of our packs are made with Unity Standart Shaders so it's quite easy to convert them to the URP. Check this [tutorial](#)

## 2. I don't want to use Wander Script, just people meshes and rigs.

Feel free to unpack our prefabs and delete the wander script component and its dependencies.

## 3. The animals in my scene are not moving, just playing animations

You have probably not baked the navmesh to guide them. Read more about it in the Unity Documentation - [Building a NavMesh](#).