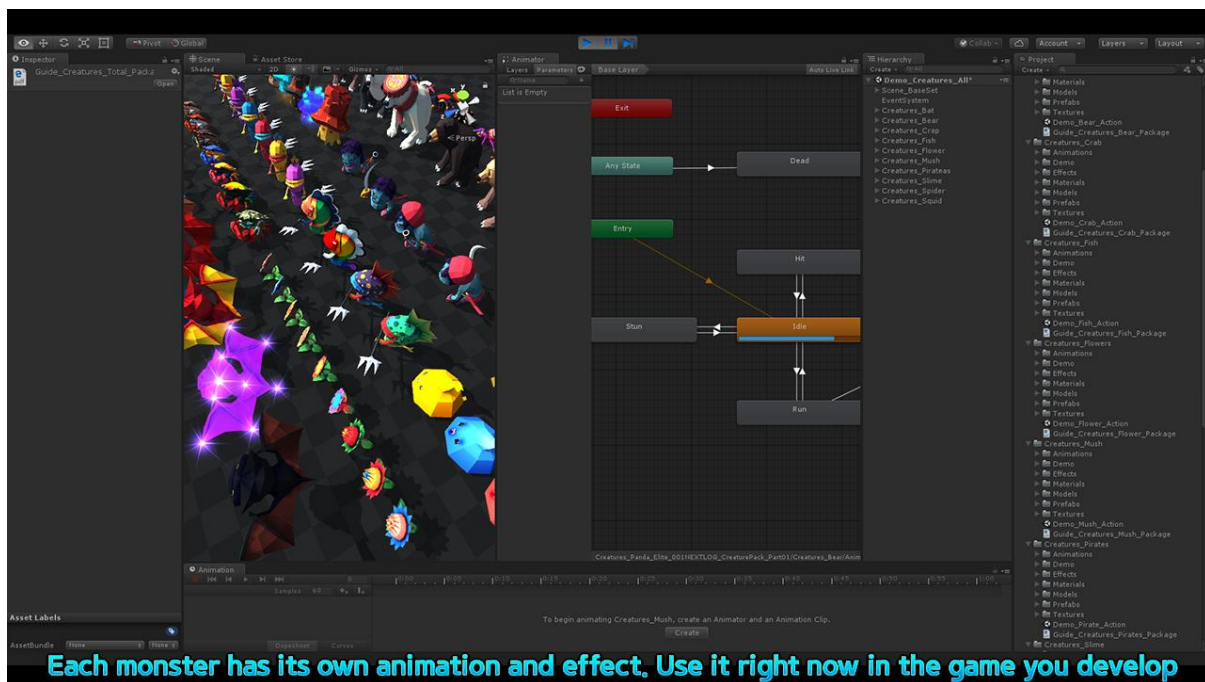


CREATURES TOTAL PACK

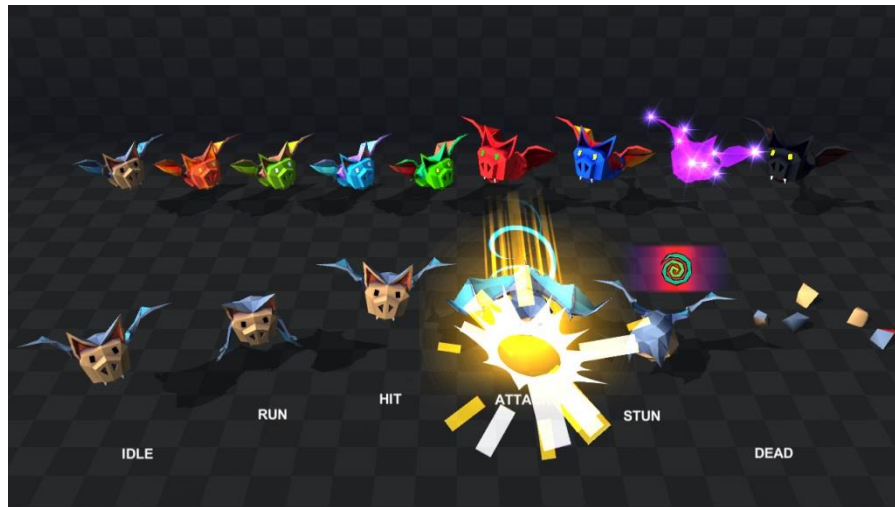


1. Instructions

This package contains everything about monster in the Creatures Pack created by Nextlog.

All monsters have the models, animations, and effects are attached for immediate use in the game you want to create, and are optimized for use in mobile platforms.

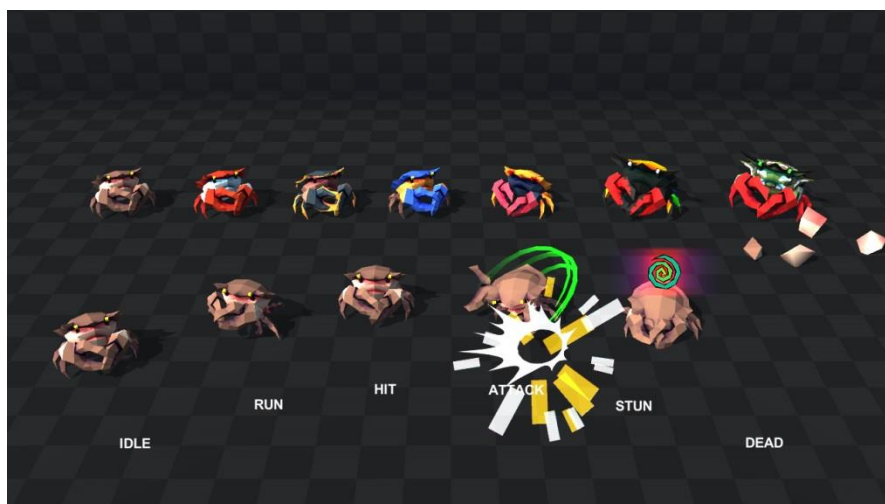
2. Types of monsters included in the package



<Monster Type 01 : Creatures_Bat>



<Monster Type 02 : Creatures_Bear>



<Monster Type 03 : Creatures_Crab>



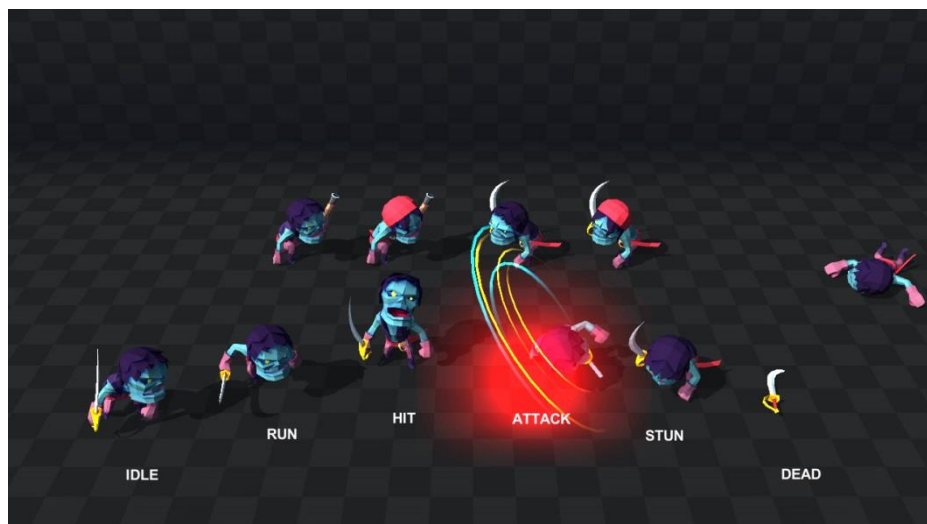
<Monster Type 04 : Creatures_Fish>



<Monster Type 05 : Creatures_Flower>



<Monster Type 06 : Creatures_Mush>



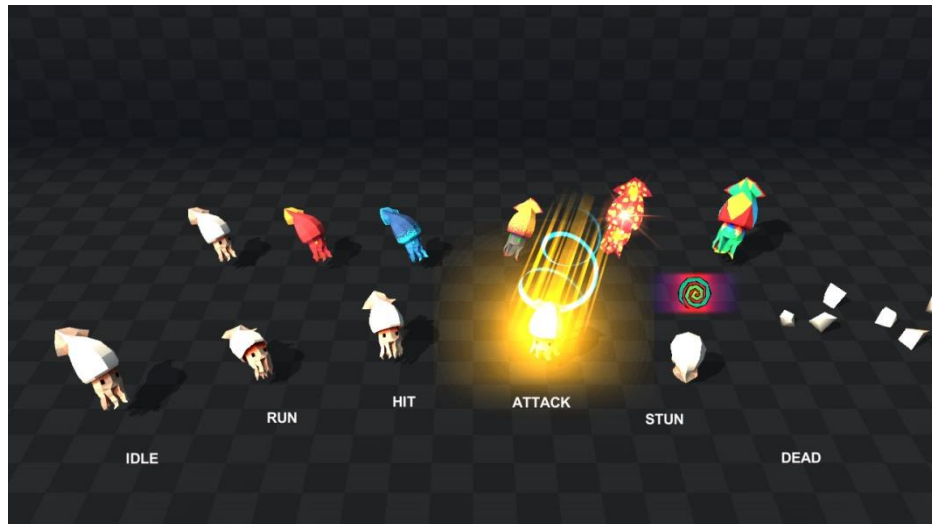
<Monster Type 07 : Creatures_Pirate>



<Monster Type 08 : Creatures_Slime>



<Monster Type 09 : Creatures_Spider>



<Monster Type 10 : Creatures_Squid>

3. The structure and contents of the each creatures folder

Folder	Description
/Animations	It contains six basic movements of monsters, and we have created an animation controller to enable switching between the movements.
/Demo	It contains temporary assets used in Demo Scene so that you can use this asset as a reference.
/Effects	It contains the source of the effects used in the actions of attack, Hit, and fainting.
/Materials	It contains the material for which Texture is assigned. monsters have different colors and patterns of textures and can apply different materials to one model to create a completely different type.
/Models	The default model for exported monsters is in FBX format.
/Prefabs	A folder created in the form of Prefab to distinguish between multiple Normal monsters and Elite monsters by combining Model, Material, and Effect.
/Textures	A folder containing multiple monster's Texture Image. You can make a variety of monsters by combining Material and Shader.

4. Animation and description

In the Animation folder, basic actions are stored so that you can immediately appear as monsters in the game you create.

Files	Description
Creatures_<Name>_Idle_001	This is the basic state of action and the animation which is the starting and arrival points for all actions.

Creatures_Name_Run_001 This is the action used to move quickly to reach the target.

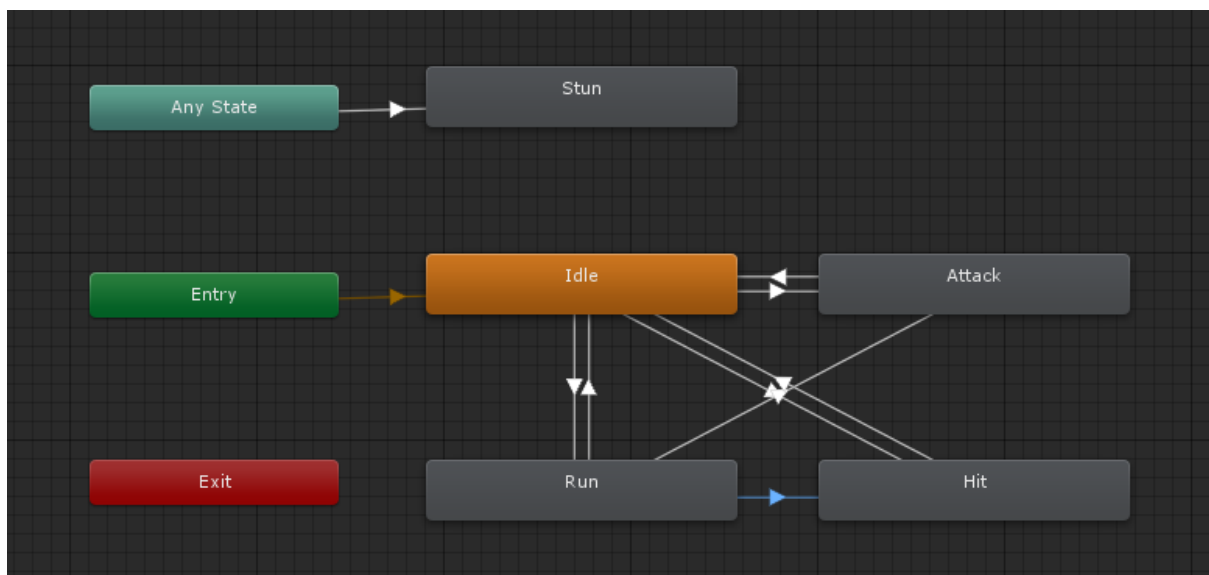
Creatures_Name_Hit_001 This is a short movement in which the body is shaken by an impact upon being attacked by an enemy. Combined with the attached effect, the impact of the game can be greatly increased.

Creatures_Name_Attack_001 This is the behavior of the monster attacking the enemy. Each species has a different attack behavior, and the effect is also set aside..

Creatures_Name_Stun_001 It's a fainting action by being attacked by an enemy. This behavior is used primarily when enemies use strong attacks or techniques that involve abnormal conditions. The combination with the attached effect allows a visual representation of the faint state.

Creatures_Name_Dead_001 This behavior is used when the monster dies. Some monsters die with a bouncing dynamic motion, but some monsters are made by exploding bodies and scattering pieces everywhere.

Any production will have a strong impact and you'll see great results when you apply it to the game.



The structure of the animation controller attached in the folder. Each movement is configured to adapt to the circumstances. If necessary, you can modify it to match the game you produce.

If the behavior of a monster's death is the only type of state switched based on the Animation Controller, use it.

However, Monsters that die as their bodies explode will need to be replaced as models because death behavior is not added to the State by the Animation Controller.

6. Contact us

Thank you very much for purchasing this product. Our Nextlog team is always ready to respond to your grievances or requests for modification. In case of a problem, please contact us at the following website or email for technical resolution.

- Url : <https://www.facebook.com/NextlogArtFactory/>
- E-Mail : nextlog.game@gmail.com