

Emperor Angelfish

The fish was made based on real underwater world references.

This asset will help you make your underwater world more realistic.

The fish has an animation loop 800 frames (duration 0-800, 30fps).

The asset has 3 textures: Albedo, Metallic, Normal

The asset contains:

3D model of Emperor Angelfish

Number of textures: 186 (each fish has 3 textures)

Texture dimensions: 1024x1024 px

Polygon count of Emperor Angelfish: Tris:2488, Verts:1270

Number of meshes/prefabs: 2

Animation count: 1

UV mapping: Yes

LOD information (count, number of levels): no

Types of materials and texture maps (e.g., PBR): Shader Standart. Albedo, Metallic, Normal map