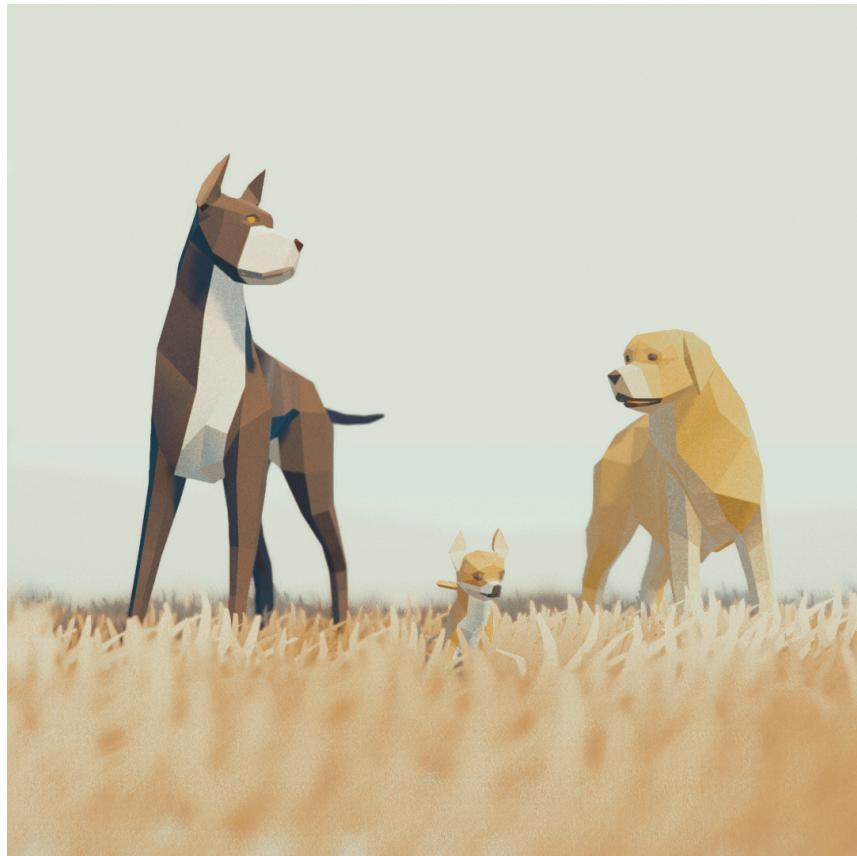


LOW POLY

animated animals

by [polyperfect](#)



Have a Suggestion?

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.

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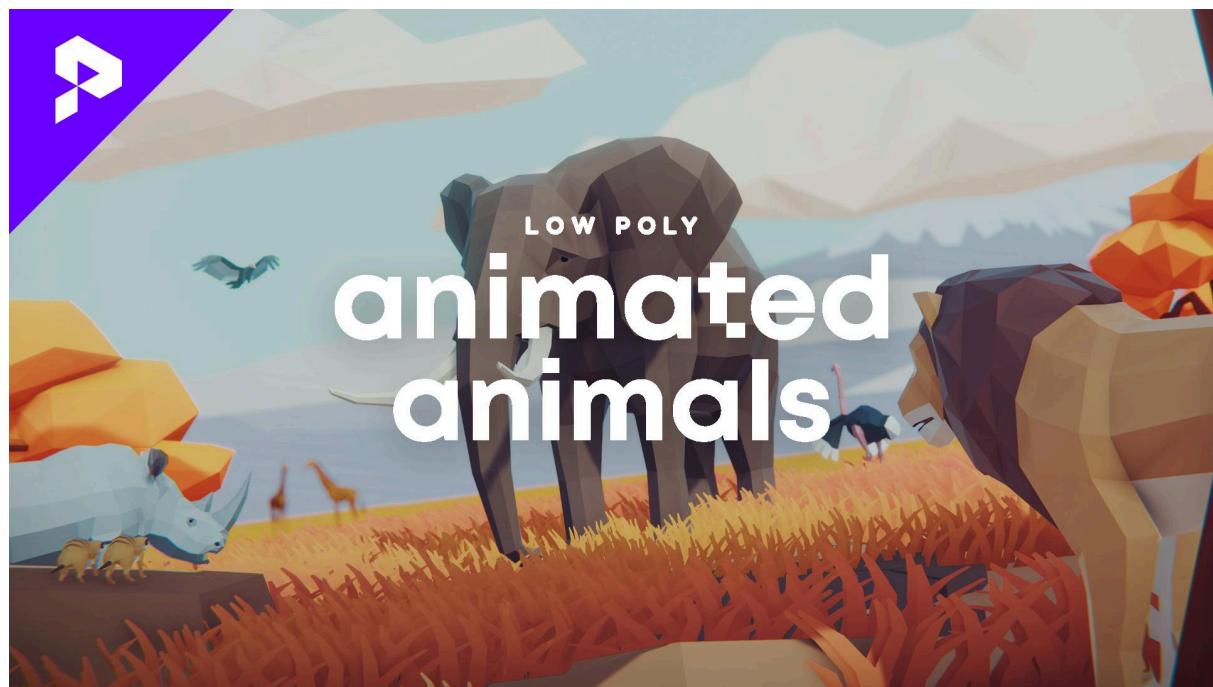
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Updates

4.0 New Animals

- Bumblebee
- Honeybee
- Whale
- Cat sleep animations (x2)

3.5 New Animals

- Bear Grizzly
- Bear Grizzly Wild
- Camel Bactrian
- Camel Dromedary
- Giraffe
- Giraffe Spots
- Multiple new textures (x5)
- Big project cleanup

3.4.1

- Controllers fixes

3.4 New Animations

- Farm Animals Animation (x30)
- Chick, Cow, Goat, Goose, Hen, Roaster, Horse, Pig, Sheep, Sheep_Wool
- Eat, Sleep, Sleep_Stand
- Cleanup and prepare for 3.5

3.3 New Animals

- Cockroach
- Crab
- Rat

- Seahorse
- New Wolf
- Fixed Wolf Legacy and Fox



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, Cat, and 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 the 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 Legacy** (376 vertices)

 **Bear Polar Legacy** (376 vertices)

 **Bear Grizzly** (916 vertices)

 **Bear Wild** (1037 vertices)

 **Bear Polar** (916 vertices)

 **Bear Polar Wild** (1037 vertices)

 **Beaver** (785 vertices)

 **Boar** (796 vertices)

 **Buffalo** (691 vertices)

 **Bumblebee** (360 vertices)

 **Camel Bactrian** (935 vertices)

 **Camel Dromedary** (866 vertices)

 **Cat** (371 vertices)

 **Chick** (311 vertices)

 **Chimpanzee** (773 vertices)

 **Cockroach** (215 vertices)

 **Cow Legacy** (704 vertices)

 **Cow** (894 vertices)

 **Cow Horns** (966 vertices)

 **Crab** (790 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 Legacy** (630 vertices)

 **Giraffe** (998 vertices)

 **Giraffe Spots** (1321 vertices)

 **Goat** (731 vertices)

 **Goose** (581 vertices)

 **Gorilla** (643 vertices)

 **Hen** (449 vertices)

 **Hippo** (835 vertices)

 **Honeybee** (374 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)

 **Rat** (561 vertices)

 **Reindeer** (1241 vertices)

 **Rhino** (712 vertices)

- 🐓 **Roaster** (555 vertices)
- 🐦 **Seagull** (82 vertices)
- 🐴 **Seahorse** (353 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)

- 貘 **Tapir** (736 vertices)
- 🐯 **Tiger** (1104 vertices)
- 🐧 **Tucan** (544 vertices)
- 🦅 **Vulture** (467 vertices)
- 腽 **Walrus** (484 vertices)
- 🐳 **Whale** (784 vertices)
- 🐺 **Wolf Legacy** (594 vertices)
- 🐺 **Wolf** (1006 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 Legacy

Bear_Death, Bear_Idle, Bear_Run, Bear_StandUp, Bear_StandUp_Attack,
Bear_Walk

Bear

Bear_Attack_Bite, Bear_Attack_Swipe, Bear_Death, Bear_Idle, Bear_Run,
Bear_Rub, 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_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, Boar_Attack, Boar_Death

Buffalo

Buffalo_Idle_Breathing, Buffalo_Idle_Right, Buffalo_Idle_Left,
Buffalo_Idle_To_Walk, Buffalo_Walk, Buffalo_Walk_to_Idle, Buffalo_Idle_To_Run,
Buffalo_Run, Buffalo_Run_To_Idle, Buffalo_Attack, Buffalo_Death

Bumblebee

Bee_Idle_A, Bee_Idle_B, Bee_Fly, Bee_Attack, Bee_Death

 **Camel Bactrian**

Camel_Bactrian_Walk, Camel_Bactrian_Run, Camel_Bactrian_Idle,
Camel_Bactrian_Attack, Camel_Bactrian_Death

 **Camel Dromedary**

Camel_Dromedary_Walk, Camel_Dromedary_Run, Camel_Dromedary_Idle,
Camel_Dromedary_Attack, Camel_Dromedary_Death

 **Giraffe**

Giraffe_Walk, Giraffe_Run, Giraffe_Eating, Giraffe_Drink_To, Giraffe_Drink,
Giraffe_Attack, Giraffe_Death

 **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, Cat_Sleep,
Cat_Stand_To_Sleep

 **Chick**

Chick_Idle1, Chick_Idle2, Chick_Walk, Chick_Run, Chick_Attack, Chick_Death,
Chick_Sleep, Chick_Sleep_Stand, Chick_Eat

 **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

 **Cockroach**

Cockroach_Walk, Cockroach_Run, Cockroach_Idle, Cockroach_Attack,
Cockroach_Death

 **Cow Legacy**

Cow_Death, Cow_Eating, Cow_Idle, Cow_Run, Cow_Walk

 **Cow**

Cow_Attack, Cow_Death, Cow_Idle_1, Cow_Idle_2, Cow_Run, Cow_Walk,
Cow_Eat, Cow_Sleep, Cow_Sleep_Stand

 **Crab**

Crab_Walk, Crab_Run, Crab_Idle, Crab_Attack, Crab_Death

 **Crocodile**

Crocodile_Attack_1, Crocodile_Attack_2, Crocodile_Death, Crocodile_Idle,
Crocodile_Swim, Crocodile_Walk

 **Deer**

Deer_Idle_To_Walk, Deer_Walk, Deer_Walk_To_Idle, Deer_Idle_Breath,
Deer_Idle, Deer_Idle, Deer_Idle_To_Run, Deer_Run, Deer_Run_To_Idle,
Deer_Attack, Deer_Death

 **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_Progressive, Dolphin_Death_Inplace

 **Dove**

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, Dove_Attack,
Dove_Death,

 **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_Idle_2, 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_Walk, Giraffe_Run, Giraffe_Eating, Giraffe_Drink_To, Giraffe_Drink,
Giraffe_Attack, Giraffe_Death

 **Giraffe Legacy**

Giraffe_Legacy_Idle, Giraffe_Legacy_Idle_To_Walk, Giraffe_Legacy_Walk,
Giraffe_Legacy_Walk_To_Idle, Giraffe_Legacy_Idle_2,

Giraffe_Legacy_Idle_To_Run, Giraffe_Legacy_Run, Giraffe_Legacy_Run_To_Idle,
Giraffe_Legacy_Attack, Giraffe_Legacy_Death

Goat

Got_Idle, Goat_Walk, Goat_Scream, Goat_Run, Goat_Attack, Goat_Death,
Goat_Sleep, Goat_Sleep_Stand, Goat_Eating

Goose

Goose_Idle, Goose_Idle_2, Goose_Idle_3, Goose_Idle_4, Goose_Walk,
Goose_Run, Goose_Fly, Goose_Attack, Goose_Death, Goose_Sleep,
Goose_Sleep_Stand, Goose, Eat

Gorilla

Gorilla_Attack, Gorilla_ChestHit, Gorilla_Death, Gorilla_Idle, Gorilla_Run,
Gorilla_Walk

Hen

Hen_Idle_Breathing, Hen_Idle_Roast, Hen_Idle_2, Hen_Idle_3, Roaster_Walk,
Hen_Run, Hen_Fly, Hen_Attack, Hen_Death, Hen_Sleep, Hen_Sleep_Stand,
Hen_Eat

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

Honeybee

Bee_Idle_A, Bee_Idle_B, Bee_Fly, Bee_Attack, Bee_Death

Horse Legacy

Horse_Death, Horse_Eating, Horse_Idle, Horse_Run, Horse_Walk

 **Horse**

Horse_Walk, Horse_Run, Horse_Idle, Horse_Attack, Horse_Death, Horse_Eating, Horse_Sleeping, Hores_Sleep_Stand

 **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_Idle_2

 **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_idle_2, Pig_Idle_To_Walk, Pig_Walk, Pig_Walk_To_Idle, Pig_Idle_To_Run, Pig_Run, Pig_Run_To_Idle, Pig_Attack, Pig_Death, Pig_Sleep, Pig_Sleep_Stand, Pig_Eat

 **Rabbit**

Rabbit_Death_1, Rabbit_Death_2, Rabbit_Idle, Rabbit_Jump_Up, Rabbit_Jump_Walk, Rabbit_LookOut, Rabbit_Run

 **Rat**

Rat_Run, Rat_Walk, Rat_Idle, Rat_Idle_2, Rat_Death, Rat_Attack

 **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_Idle_2, Roaster_Idle_3, Roaster_Walk, Roaster_Run, Roaster_Fly, Roaster_Attack, Roaster_Death, Roaster_Sleep, Roaster_Sleep_Stand, Roaster_Eat

 **Seagull**

Seagul_Fly, Seagul_Sitting

 **Seahorse**

Seahorse_Swim, Seahorse_FastSwim, Seahorse_Idle, Seahorse_Attack, Seahorse_Death

 **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, 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_Sleep, Sheep_Sleep_Stand, Sheep_Eat

 **Sheep Wool**

Sheep_Wool_Idle, Sheep_Wool_Idle_To_Walk, Sheep_Wool_Walk,
Sheep_Wool_Walk_To_Idle, Sheep_Wool_Idle_2, Sheep_Wool_Idle_To_Run,
Sheep_Wool_Run, Sheep_Wool_Run_To_Idle, Sheep_Wool_Attack,
Sheep_Wool_Death, Sheep_Wool_Sleep, Sheep_Wool_Sleep_Stand,
Sheep_Wool_Eat

 **Snake**

Snake_Attack, Snake_Death, Snake_Idle, Snake_Slither

 **Spider**

Spider_Attack, Spider_Death, 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_Attack, Tiger_Idle_To_Walk, Tiger_Walk,
Tiger_Walk_To_Idle, Tiger_Idle_Road, Tiger_Idle_To_Run, Tiger_Run,
Tiger_Run_To_Idle, Tiger_Attack_2, 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

 **Whale**

Whale_Fast, Whale_Slow, Whale_Eat, Whale_Dead

 **Wolf Legacy**

Wolf_Legacy_Attack, Wolf_Legacy_Death, Wolf_Legacy_Howl, Wold_Legacy_Idle,
Wolf_Legacy_Idle_To_Run, Wolf_Legacy_Idle_To_Walk, Wolf_Legacy_Run,
Wolf_Legacy_Run_To_Idle, Wolf_Legacy_Walk, Wolf_Legacy_Walk_To_Idle

 **Wolf**

Wolf_Idle, Wolf_Walk, Wolf_Run, Wolf_Attack, Wolf_Death, Wolf_Howl



Zebra_Walk, Zebra_Run, Zebra_Idle, Zebra_Idle_2, Zebra_Attack, Zebra_Death

Demo Scenes

01 - DEMO_Main_Scene

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

02 - DEMO_Animal_Viewer

- Handy viewer with all animals and animations

03 - Other Demo Secnes (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).

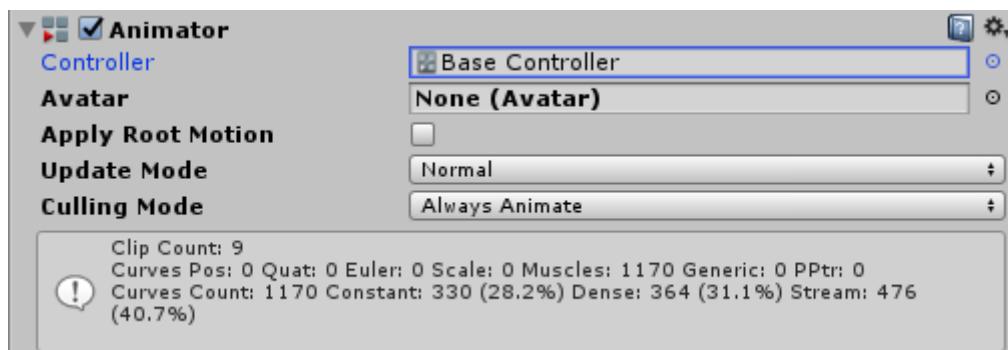
For this feature to work, you will also need to make sure that the characters you want to walk along the terrain have a **navmesh** Agent component attached to them. The script also relies on having a character controller as a backup, so you will not be able to delete this component.

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.

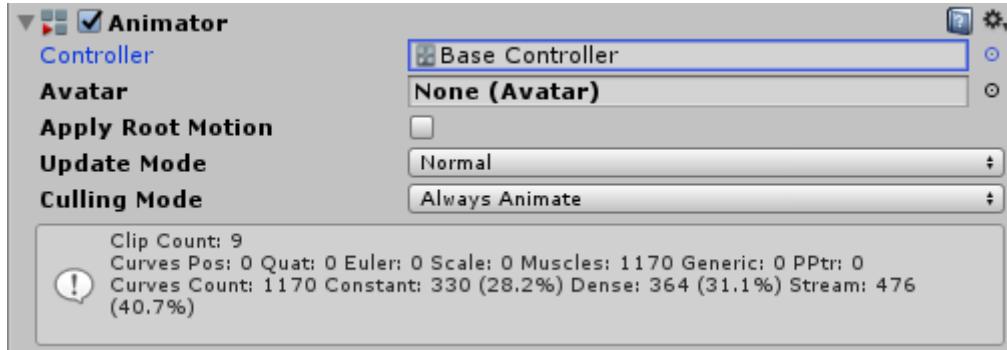
If we look at the walk, for example, we can see that the transition going away from Idle has a condition with the parameter “isWalking” on it. It is also set to true because we want this transition to only happen when our parameter “isWalking” is set to true.

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.



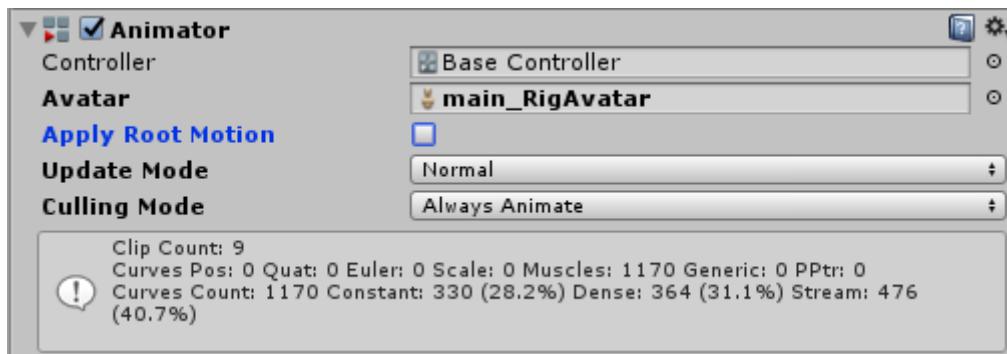
MORE INFORMATION

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.

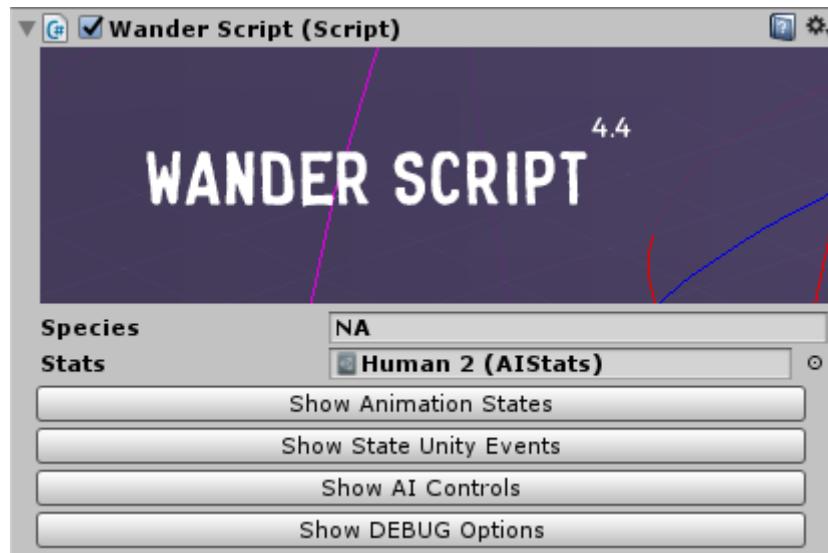
Error(“Character name” has no idle or movement states, make sure you fill these out. See documentation for more details (4)

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.

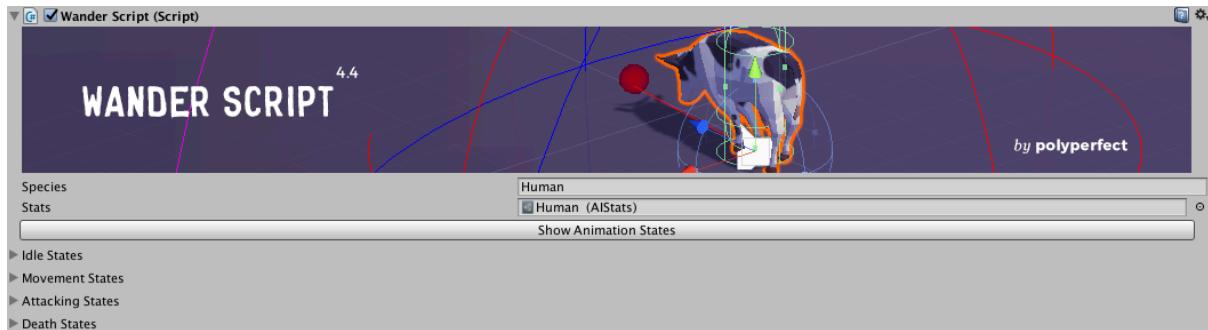
Section 5.

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.

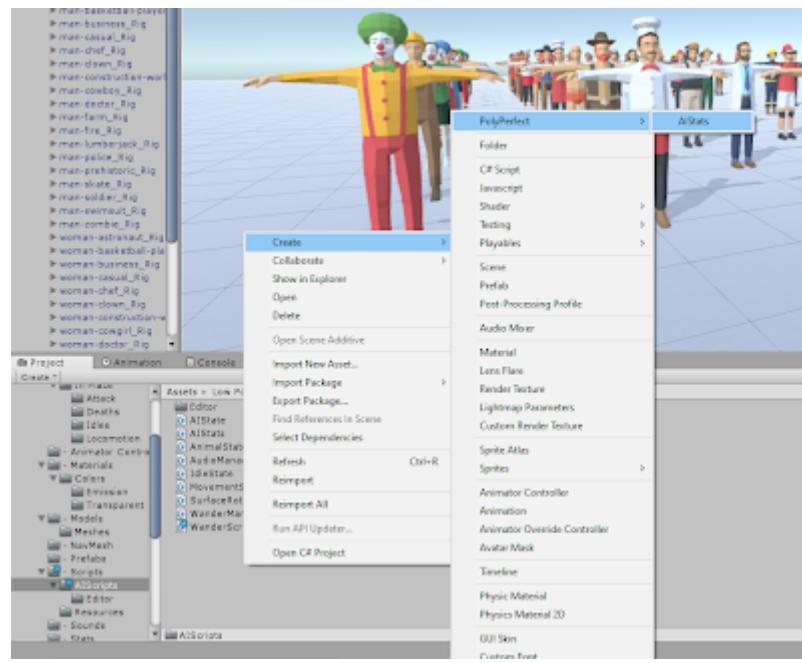
ANIMATION BOOL

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

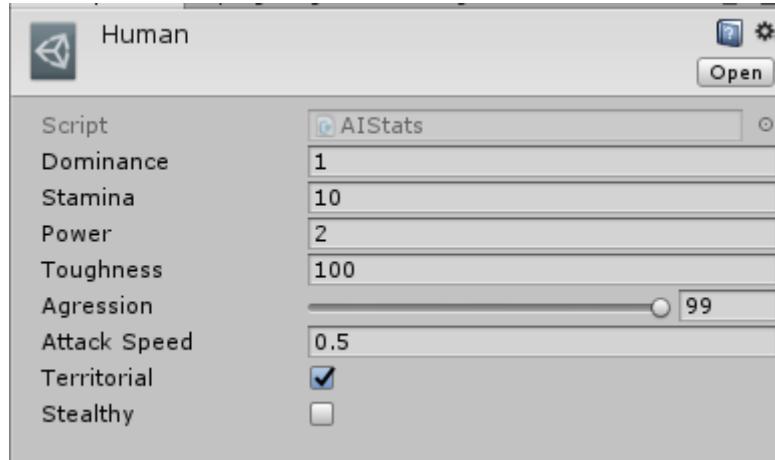
Stats

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.

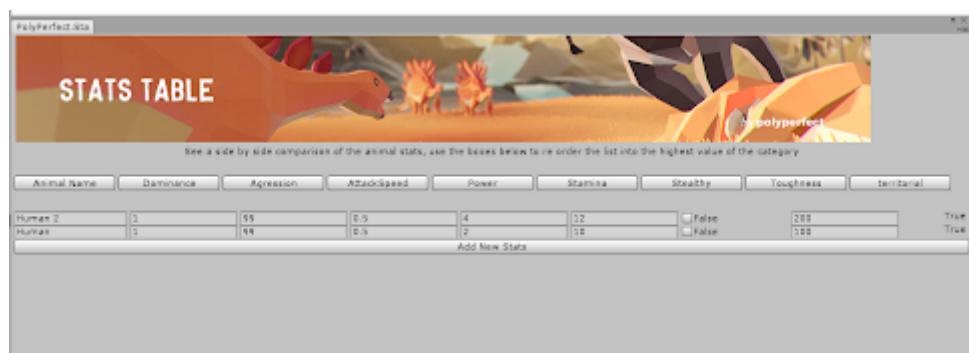
STEALTHY

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

Extra Handy Scripts

Stats Table

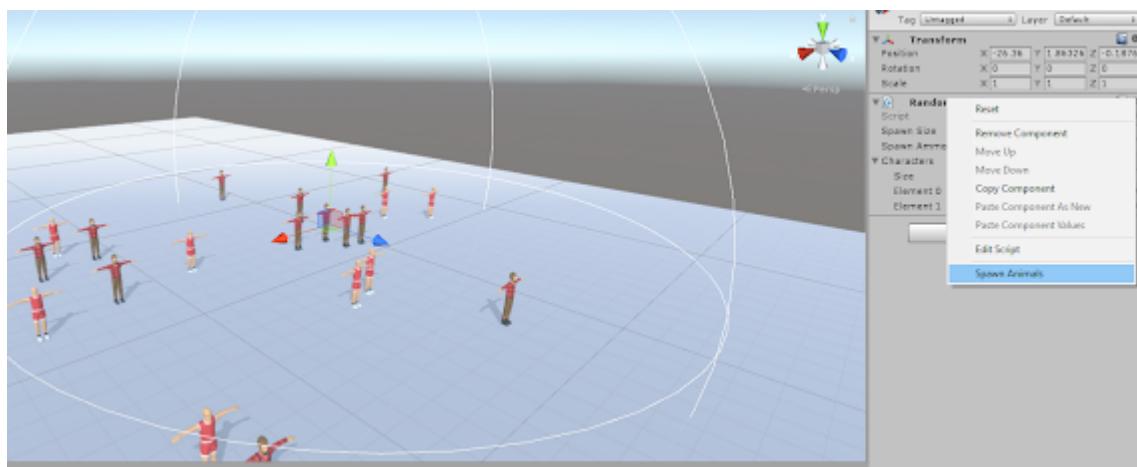
View your character stats side by side with the **Stats Table!** This table will show you a side by side comparison of all the stats you have in your project so that you can balance how your characters behave. To view this, simply look at the top of the project under **PolyPerfect/Stats Table** to open.



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**”

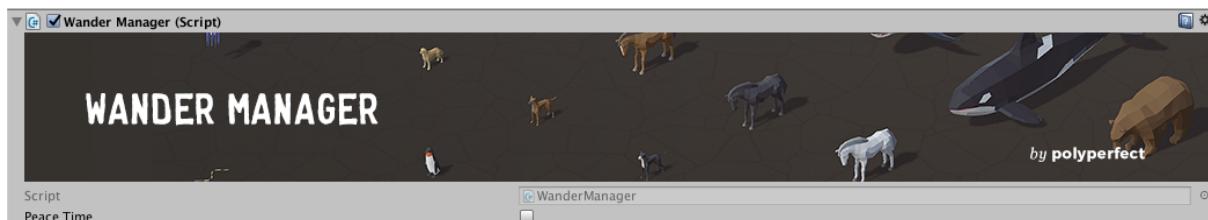


Wander Manager

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](#)

We also stored all materials in the

LowPolyAnimatedAnimals_URP.unitypackage.

You can fix the materials in URP by unpacking and replacing them.

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 probably need to bake the navmesh to guide them. Read more about it in the Unity Documentation - [Building a NavMesh](#).

4. Can I use your assets commercially?

Yes, as long as they are safely stored within your product and you are not reselling or redistributing them. No AI as well. Please carefully read this:

[EULA and Terms of Service](#)

5. I have problem opening your animals in Blender

The animals were created using the industry standard Maya, not Blender, but you can use "**better .fbx importer**" addon from Blender Market or **Maya** to open the provided .fbx. The default blender .fbx importer is the worst so it will not do.

You can also create additional animations inside Unity using the **Animation**

Rigging package.

For converting old .anim files check this:

<https://docs.unity3d.com/Packages/com.unity.formats.fbx@4.1/manual/index.html> (We are working on reworking them in the upcoming update)

Naming

SKM_Something - Skeleton Mesh / Skinned Mesh

SM_Something - Static Mesh

CTL_Something - Animation Controller

