

# Animal Tails Pack - 1

## What is this package?

This package contains 10 animated tails, each with different animations. See preview images and videos for more info. Characters in the preview are not included in the package.

## How to attach the tails to the characters?

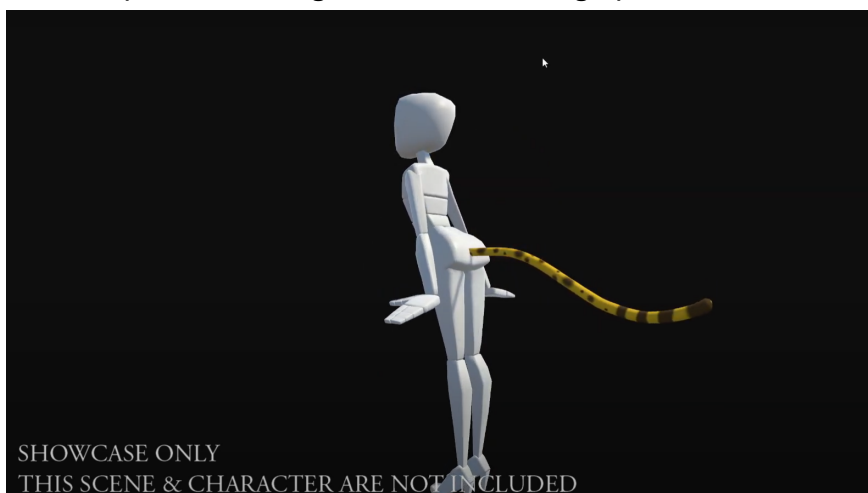
Simply place the character in the scene. Expand his/her hierarchy. Locate the bone that you want to attach the tails to, drag the tail prefabs and attach it, done!

## What's in it? What models and Animations?

### Cat (Idle, Sad, Angry)



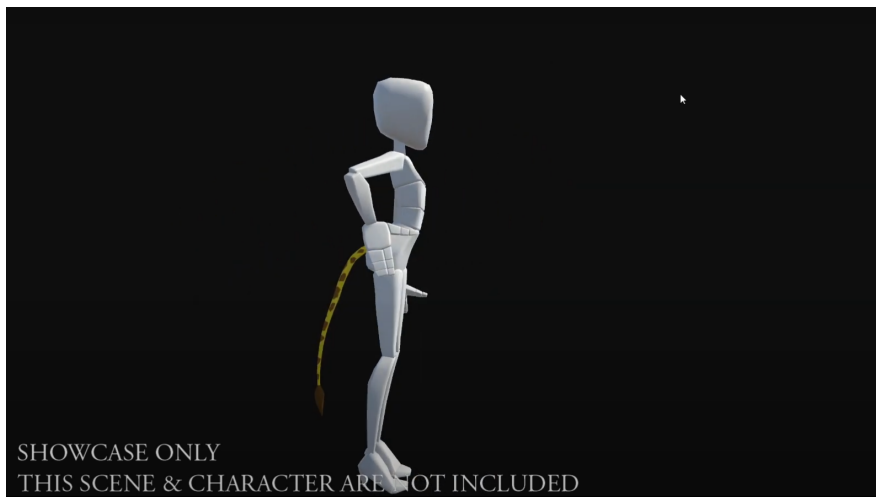
### Cheetah (Idle, RunStraight, RunLeft, RunRight)



### **Dog (Idle, Anxious, Sad)**



### **Giraffe (Idle, Chill)**



### **Kangaroo (Idle, Jumping, Stand)**



**Lemur (Walking, SittingOnTree, SittingOnGround)**



**Rabbit (Wiggle)**



**Shark (Swim, StandUpIdle)**



### **Spider Monkey (Idle, Walk, hangingOnTree)**



### **Squirrel (Idle, Excited, Jump)**



Each comes with a texture with a size of 2048 x 2048 and file format is in PNG, attached to a Material which is using the Unity standard shader.

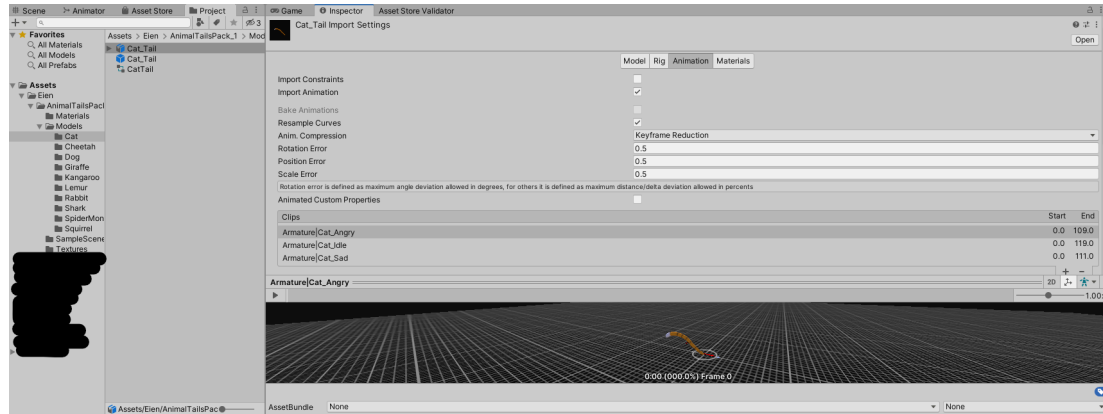
Each tail is about 1980 to 9864 tris.

## Where are they located?

After you import this assets, the prefabs are located in the folder

**“Assets\Eien\AnimalTailsPack\_1\Models”** and open the animal name folder.

To look up the animations, simply click the fbx file and open the tab “Animations” you can see the list of animations that are available in each models



Each prefabs comes with an animator attached, to try the animations, you can see the sample scene that is located in this folder:

**Assets\Eien\AnimalTailsPack\_1\SampleScene**

Materials and textures are each in a separate folder.

If you have a problem related to this assets, please contact [ahmadnagi24@gmail.com](mailto:ahmadnagi24@gmail.com)

**Thank you, and have fun!**