

# Animal Tails Pack - 1

## What is this package?

This package contains 15 animated ears, 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 ears 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!

You can also customize the size, location and rotation of each ear to fit your character, it won't break the animation (at least it shouldn't normally), simply by customizing the transform component of the **Left Bone** and **Right Bone**, each prefab has those bones.

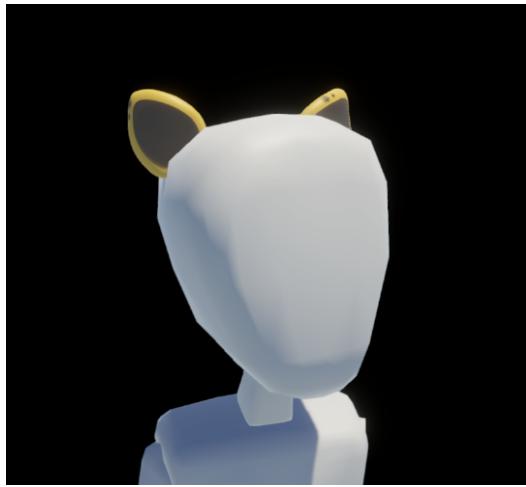


## What's in it? What models and Animations?

Cat (Idle, Excited, Sad)



**Cheetah (Idle, Run, Sad)**



**Dog (Idle, Excited, Sad)**



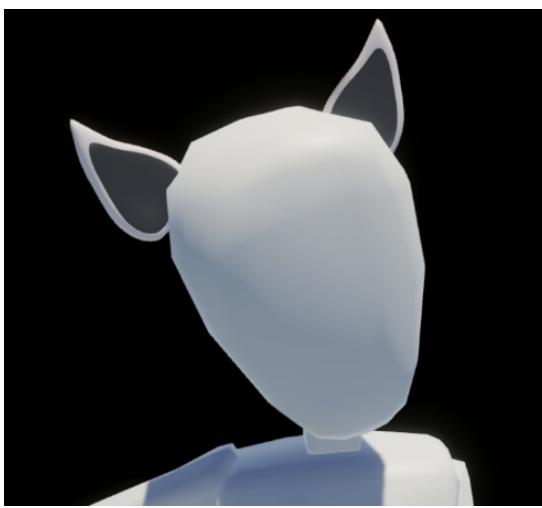
**Giraffe (Idle, Sad)**



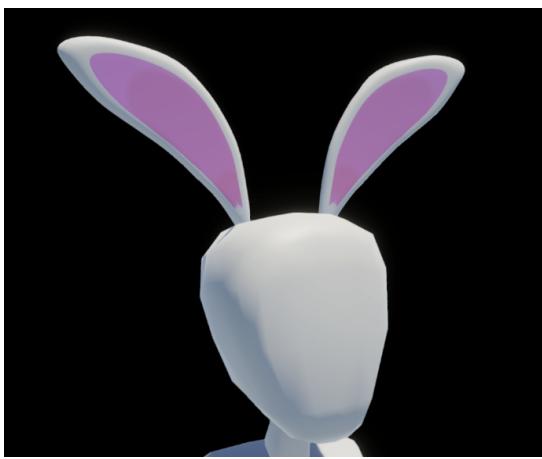
**Kangaroo (Idle, Jump, Sad)**



**Lemur (Alert, Idle, Sad)**



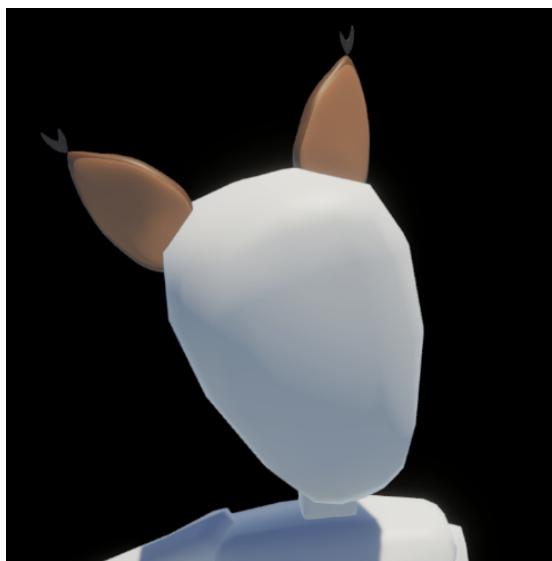
**Rabbit (Alert, Idle, Sad)**



**Spider Monkey (Idle, Sad)**



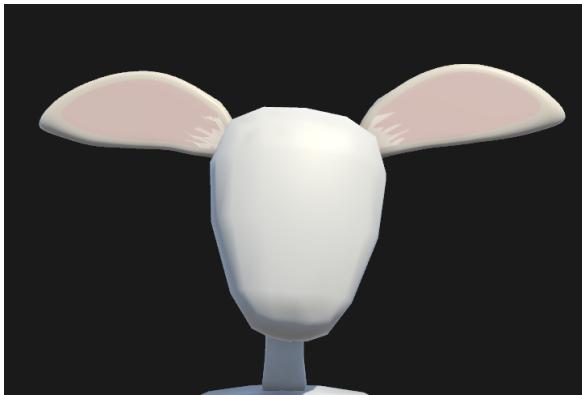
**Squirrel (Idle, Distracted, Sad)**



**Fox (Idle, Excited, Sad)**



**Fennec Fox (Idle, Alert, Sad)**



**Elephant (Idle, Sad)**



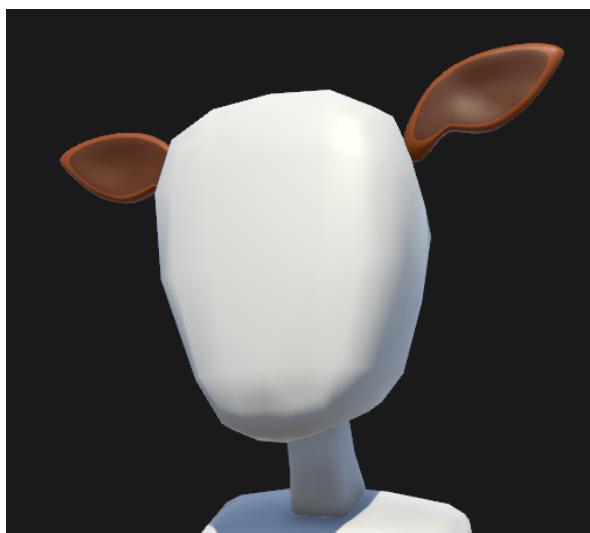
**Mice (Idle, Excited, Sad)**



**Koala (Idle, Excited, Sad)**



**Reindeer (Idle, Alert, Sad)**



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 ear is about 5000 to 8000 tris.

## Where are they located?

After you import this assets, the prefabs are located in the folder  
**“Assets\Eien\AnimalEarsPack\_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\AnimalEarsPack\_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!**