

README!

Thank you for purchasing our asset! Hope you will enjoy it.

Here is some info on the project!

The project was created in Unity Version: 2022.3.2f1.

Animals and Characters are rigged, so you can easily animate it using Animation panel or other 3D Animation Software.

Sky Dome Day/Night can be set by offsetting texture in M\_SkyDome material.

Scale island grounds, trees and stones to create more unique archipelagoes.

Textures resolution is 1024\*1024, you can scale it down for mobile platforms.

All characters have several blend shapes as emotions:

- left and right eyes closed
- excited
- disappointed
- surprised
- scared
- angry

Mouth sound: E, O, A.

Using Linear Color Space will make colors more vibrant and saturated.

If you want to use URP shader and see all textures pink just upgrade materials using Edit -> Render Pipeline menu.

Some models have custom colliders for better collision.

Contact me, if you have any questions regarding the project!

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