

## **Schooling 9 Coral Fish**

This Fish Pack will help you make your underwater world more realistic.  
The pack contains 9 tropical fish.

Each fish has an animation loop 50 sec (duration 1500 frames , 30fps).  
Each fish has 3 textures: Albedo, Metallic, Normal

### **The package contains the following fish:**

- 1 Clownfish
- 2 Double-Saddle
- 3 Powder Blue Tang
- 4 Yellow Tang
- 5 Bicolor Angelfish
- 6 Threadfin
- 7 Yellow Longnose
- 8 Copperband
- 9 Flame Angelfish

**Number of textures: 27 (each fish has 3 textures)**

**Texture dimensions: 1024x1024 px**

**Polygon count of Clownfish: Tris:5478, Verts:2295**

**Polygon count of Double-Saddle: Tris:734, Verts:385**

**Polygon count of Powder Blue Tang: Tris:1160, Verts:597**

**Polygon count of Yellow Tang: Tris:998, Verts:501**

**Polygon count of Bicolor Angelfish: Tris:2642, Verts:1365**

**Polygon count of Threadfin Tris:858, Verts:447**

**Polygon count of Yellow Longnose Tris:1770, Verts:903**

**Polygon count of Copperband Tris:2118, Verts:1094**

**Polygon count of Flame Angelfish Tris:2558, Verts:1302**

**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**