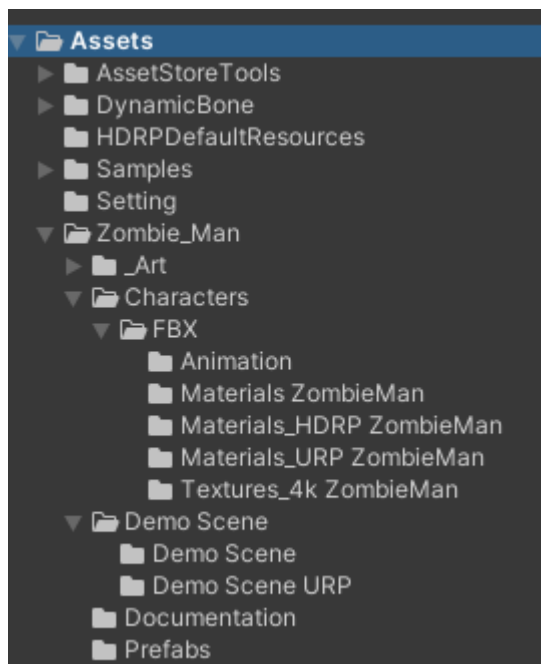All you need to work is: FBX and Prefabs folders For new animations, if you are using blender, then you need a _blender file folder, after which you can either export a new FBX file or replace the existing one.

Model made with 4k textures

Important!
1.   There are 3 scenes in the project. Each of them is configured separately for a standard 3D project, HDRP, URP.
2.   There are 3 scenes in the project. Each of them is configured separately for a standard 3D project, HDRP, URP.
3.   For correct rendering, in the Project Settings tab, you need to select in the Graphics item, the desired render, nothing, or HDRenderPipelineAsset, or Universal Render Pipeline Asset

Android - Humanoid Rig - Animated.
You can use this model in your game.

- PBR Materials (BaseColor, Roughness, Metallic, Normal, AO)
- All objects, textures and materials have their own names
- Model is built to real-world scale
- Units used: cm
- Doesn't have Default names
- Doesn't have NGons

- Doesn't have Overlaping Vertices
- Doesn't have Overlaping Faces
- Doesn't have Overlaping UV Faces
- Doesn't have Missing textures

Number of materials: 7
Number of textures: 32
Texture dimensions:
4096x4096

Polygon count of Zombie Man:
Verts: 26,180
Polys: 26,212
Tris: 51,202

Number of meshes/prefabs: 3
Rigging: Yes
Animation count: 17
Animation type list:
Box_Block
Box_Hook
Box_Idle
Box_Jab
Box_Uppercut
Death 01
Death 02
Idle
Jog_Bkw
Jog_Fwd
Jog_Lt
Jump_End
Jump_Loop
Jump_Start
Jog_Rt
Run
Walk

UV mapping: Yes
LOD information: Only LOD 0
Types of materials and texture maps: PBR (BaseColor, Roughness, Metallic, Normal, AO)