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/*————————————————————————————————————
Owl_3D
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Those scripts in the package is for Demo Scene only.
It is not recommended for any other use.

"ShaderSample" file requires "Shader Graph".
Would you please install "Shader Graph" from Package Manager.

Would you please set the appropriate texture on item of texture in
surface inputs of the "ShaderSample" file.


Polygon 3354 triangles
highpoly Polygon 15136 triangles
Render Pipeline HDRP or URP
Number of Shader Unlit Graphs 1
Number of Owl Materials 1
Number of Owl Textures 1
Texture size 1024 x 1024 pixels


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 Animation List
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attack
attack_charge
damage
down
flapping
flapping_attack
flapping_damage
fly
fly_gliding
fly_landing
fly_take_off
idle
jump_1rise
jump_2descent
jump_default
look_around
onTree_attack
onTree_fly_take_off
onTree_idle
onTree_jump_default
onTree_look_around
onTree_move_L
onTree_move_R
onTree_sing
run
sing
walk


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```