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Chicken_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.


chicken Polygon 6458 triangles
chicken_lowpoly Polygon 1980 triangles
chick Polygon 1140 triangles
egg Polygon 112 triangles
egg break Polygon 368 triangles
roast Polygon 472 triangles

Render Pipeline HDRP or URP
Number of Shader Unlit Graphs 1
Number of Materials 1
Number of Textures 1
Texture size 1024 x 1024 pixels


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 Animation List
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for oneLayer AnimatorController
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crouch
damage
damage_flapping          position.y is without move
damage_flapping_default  position.y is move
down
eat
flapping                 position.y is without move
flapping_default         position.y is move
honk
idle
jump                     position.y is without move
jump_default             position.y is move
peck
peck_flapping            position.y is without move
peck_flapping_default    position.y is move
run
walk


====================================
for twoLayer AnimatorController
====================================
```

```
    idle
    crouch
    damage
    damage_flapping          position.y is without move
    damage_flapping_default    position.y is move
    down
    eat
    flapping           position.y is without move
    flapping_default    position.y is move
    honk
    idle
    jump           position.y is without move
    jump_1rise     position.y is without move
    jump_2during   position.y is without move
    jump_3descent  position.y is without move
    jump_4landing  position.y is without move
    jump_default    position.y is move
    peck
    peck_flapping           position.y is without move
    peck_flapping_default   position.y is move
    run
    walk
    wing_down
    wing_flapping
    wing_idle

    -------------------------------------*/
```