

LOW POLY

# animated fantasy creatures

by **polyperfect & Tri Pirogy**



*Have a Suggestion?*

**[contact@polyperfect.com](mailto:contact@polyperfect.com)**

# Thanks!

First of all, thank you for purchasing our pack, we really appreciate that! We are putting a lot of effort into this.

We are also planning to expand the list of the characters and their animations in the future with free updates of the pack. Check out our **Discord** for any news.

# Handy Links ;)

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- It's prohibited to resell or redistribute these assets.
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  - Creation of content for Metaverse-related and/or game-creation software and products.
  - Inclusion in datasets utilized by Generative AI Programs; in the development of Generative AI Programs; or as inputs to Generative AI Programs.

# Updates

## 1.1.5 Update

- Fixed running animations on multiple creatures

## 1.1 Update

- Bear Fantasy Forest
- Bear Fantasy Snow
- Dragon Sleeping animations (x3)

## 1.02 Update

- Build Fix

## 1.01 Update

- Minor Fixes
- Weapon models (x6)

## 1.0 First Release

- Bull Fantasy
- Dragon
- Gargoyle
- Gargoyle Boss
- GryphonHyppogryph
- Horse Draft
- Horse Thoroughbred
- Horse Pegasus
- Horse Unicorn
- Horse Skeleton
- Skeleton Basic

- Skeleton Boss
- Skeleton Grunt
- Skeleton Mage
- Skeleton Soldier



# Creatures

 **Bear Fantasy Forest** (1811 vertices)

 **Bear Fantasy Snow** (1197 vertices)

 **Bull Fantasy** (1305 vertices)

 **Dragon** (4898 vertices)

 **Gargoyle** (1491 vertices)

 **Gargoyle Boss** (1576 vertices)

 **Gryphon** (1847 vertices)

 **Hippogryph** (1613 vertices)

 **Horse Draft** (1082 vertices)

 **Horse Thoroughbred** (966 vertices)

 **Horse Pegasus** (1395 vertices)

 **Horse Unicorn** (1089 vertices)

 **Horse Skeleton** (3389 vertices)

 **Skeleton Archer** (2047 vertices)

 **Skeleton Basic** (1804 vertices)

 **Skeleton Boss** (1995 vertices)

 **Skeleton Grunt** (2053 vertices)

 **Skeleton Mage** (2707 vertices)

 **Skeleton Soldier** (2223 vertices)

# Animations

## **Bear Fantasy Forest**

Bear\_Fantasy\_Forest\_Idle, Bear\_Fantasy\_Forest\_Walk,  
Bear\_Fantasy\_Forest\_Run, Bear\_Fantasy\_Forest\_Attack,  
Bear\_Fantasy\_Forest\_Death

## **Bear Fantasy Snow**

Bear\_Fantasy\_Snow\_Idle, Bear\_Fantasy\_Snow\_Walk, Bear\_Fantasy\_Snow\_Run,  
Bear\_Fantasy\_Snowt\_Attack, Bear\_Fantasy\_Snow\_Death

## **Bull Fantasy**

Bull\_Idle, Bull\_Walk, Bull\_Jog, Bull\_Run, Bull\_Attack, Bull\_Death, Bull\_Eat,  
Bull\_Sleep

## **Dragon**

Dragon\_Idle, Dragon\_Walk, Dragon\_Run, Dragon\_Attack, Dragon\_Taking\_Off,  
Dragon\_Flying\_In\_Place, Dragon\_Landing, Dragon\_Death, Dragon\_Attack\_Fire,  
Dragon\_Eating, Dragon\_Fly\_Forward. Dragon\_Fly\_Forward\_Flide\_Flapp,  
Dragon\_Fly\_Gorward\_Glide, Dragon\_Flying\_Attack\_Fire, Dragon\_Flying\_Death,  
Dragon\_Flying\_Hit, Dragon\_Hit, Dragon\_Lie\_Start, Dragon\_Lie\_Sleep,  
Dragon\_Lie\_End

## **Gargoyle**

Gargoyle\_Idle, Gargoyle\_Walk, Gargoyle\_Attack, Gargoyle\_Run, Gargoyle\_Death,  
Gargoyle\_TakingOff, Gargoyle\_Flying, Gargoyle\_Landing

## **Gargoyle Boss**

Gargoyle\_Boss\_Idle, Gargoyle\_Boss\_Walk, Gargoyle\_Boss\_Attack,  
Gargoyle\_Boss\_Run, Gargoyle\_Boss\_Death, Gargoyle\_Boss\_TakingOff,  
Gargoyle\_Boss\_Flying, Gargoyle\_Boss\_Landing

### **Gryphon**

Gryphon\_Takingff, Gryphon\_FlyingInPlace, Gryphon\_Landing, Gryphon\_Idle,  
Gryphon\_Walking, Gryphon\_Run, Gryphon\_Attack, Gryphon\_Death

### **Hippogryph**

Hippogryph\_Takingff, Hippogryph\_FlyingInPlace, Hippogryph\_Landing,  
Hippogryph\_Idle, Hippogryph\_Walking, Hippogryph\_Run, Hippogryph\_Attack,  
Hippogryph\_Death

### **Horse Draft**

Horse\_Draft\_Death\_Dramatic, Horse\_Draft\_Idle, Horse\_Draft\_Walk,  
Horse\_Draft\_Run, Horse\_Draft\_Attack, Horse\_Draft\_Death

### **Horse Thoroughbred**

Horse\_Thoroughbred\_Death\_Dramatic, Horse\_Thoroughbred\_Idle,  
Horse\_Thoroughbred\_Walk, Horse\_Thoroughbred\_Run,  
Horse\_Thoroughbred\_Attack, Horse\_Thoroughbred\_Death

### **Horse Pegasus**

Horse\_Pegasus\_Death\_Dramatic, Horse\_Pegasus\_Idle, Horse\_Pegasus\_Walk,  
Horse\_Pegasus\_Run, Horse\_Pegasus\_Attack, Horse\_Pegasus\_Death,  
Horse\_Pegasus\_TakingOff, Horse\_Pegasus\_FlyingInPlace,  
Horse\_Pegasus\_Landing

### **Horse Unicorn**

Horse\_Unicorn\_Death\_Dramatic, Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk,  
Horse\_Unicorn\_Run, Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

### **Horse Skeleton**

Horse\_Unicorn\_Death\_Dramatic, Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk,  
Horse\_Unicorn\_Run, Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

 **Skeleton Archer**

Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk, Horse\_Unicorn\_Run,  
Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

 **Skeleton Basic**

Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk, Horse\_Unicorn\_Run,  
Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

 **Skeleton Boss**

Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk, Horse\_Unicorn\_Run,  
Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

 **Skeleton Grunt**

Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk, Horse\_Unicorn\_Run,  
Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

 **Skeleton Mage**

Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk, Horse\_Unicorn\_Run,  
Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

 **Skeleton Soldier**

Horse\_Unicorn\_Idle, Horse\_Unicorn\_Walk, Horse\_Unicorn\_Run,  
Horse\_Unicorn\_Attack, Horse\_Unicorn\_Death

# Demo Scenes

## 01 - DEMO Scene

- All animals in one scene using Wander Script for demo purposes



# Textures

All animals are properly UVwrapped so it is easy to change them or create your variations: <https://www.youtube.com/watch?v=2B6ZcS9KD78>



# FAQ

## 1. Does your pack work in Unity URP?

All of our packs are made with Unity Standard Shaders, so it's pretty easy to convert them to the URP. Check this [tutorial](#)

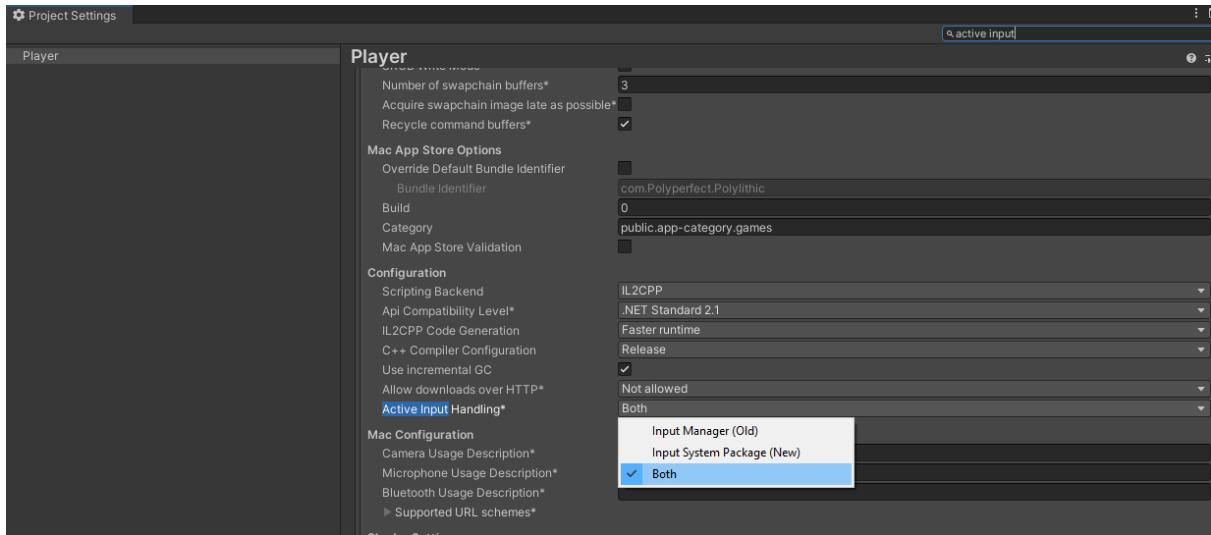
## 2. Can I use your assets with a different engine?

Yes, but we will not be able to support you.

## 3. Can I use your assets commercially?

Yes, as long as they are safely stored within your product and you are not reselling or redistributing them. Please carefully read this: [EULA and Terms of Service](#)

## 4. Can I use the Demo Scene with the New Unity Input Setting?



Yes

## 5. Can I use humanoid creatures with the Unity humanoid rig?

Yes



<https://youtu.be/yZSd1qbdY-Y?si=WRlq0KiVzBtAjx8x>

Step 1: Select all the skeleton .fbx models that use the generic rig and switch it to Humanoid via the inspector

Step 2: Open another project window and go to the prefabs folder

Step 3: Select all the skeleton prefabs and activate the Apply Root Motion checkbox

Step 4: Attach humanoid avatars that were generated in skeleton models to animation controllers of corresponding skeleton prefabs

## 6. Can I Use and edit the assets in Blender outside Unity? How?

Yes, if License requirements are met. Using animals should be easy, but adding or editing animations is hard.

When we export armature with .fbx, the only information exported are deform bones. No controllers are included in .fbx. The bones we see while importing the model back into the blender are just joints; they won't look as good as we

have them in our blender/maya projects. The only thing we can suggest to make stuff easier is to scale the bones: <https://youtu.be/OTKr0eQ1Ffs>

**However, if you have tips for new animations, please let us know on our Discord [Discord](#), and we will add them to the list.**