# Benny the Rat

Animals - Rat is a pack of game AI ready animal animations, meshes and sound fx.

Benny is a beautiful rat with a lot to offer. He has got **3 mesh styles** – **realistic** and **two stylized meshes**. He is able to elegantly move using 74 **hand made animations**. Next there are some **sound fx** because sometimes he just doesn't care if he makes some noise. **Fbx sources** are included too. On top of that, Benny has his favourite cheese and a mousetrap with him.
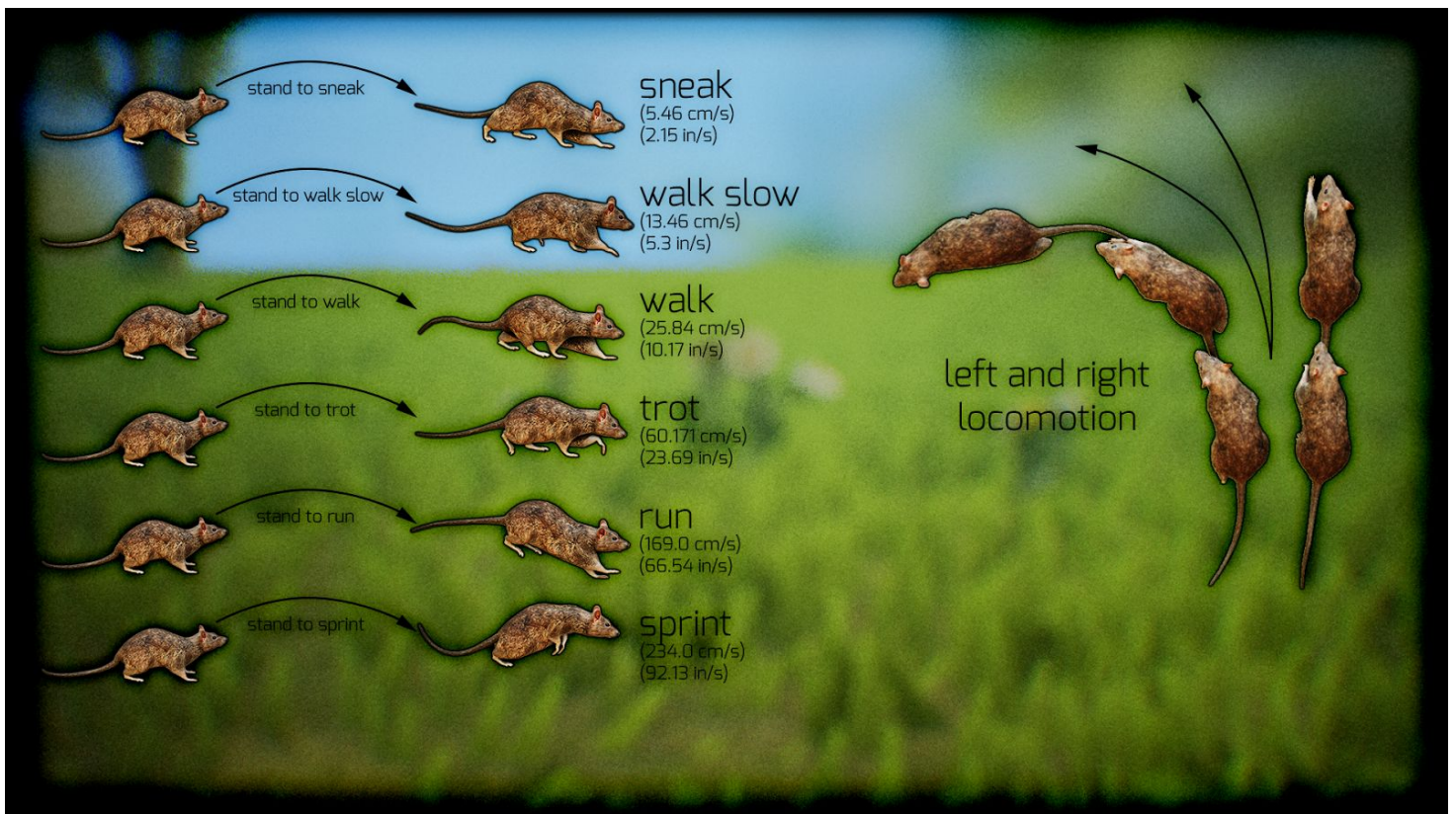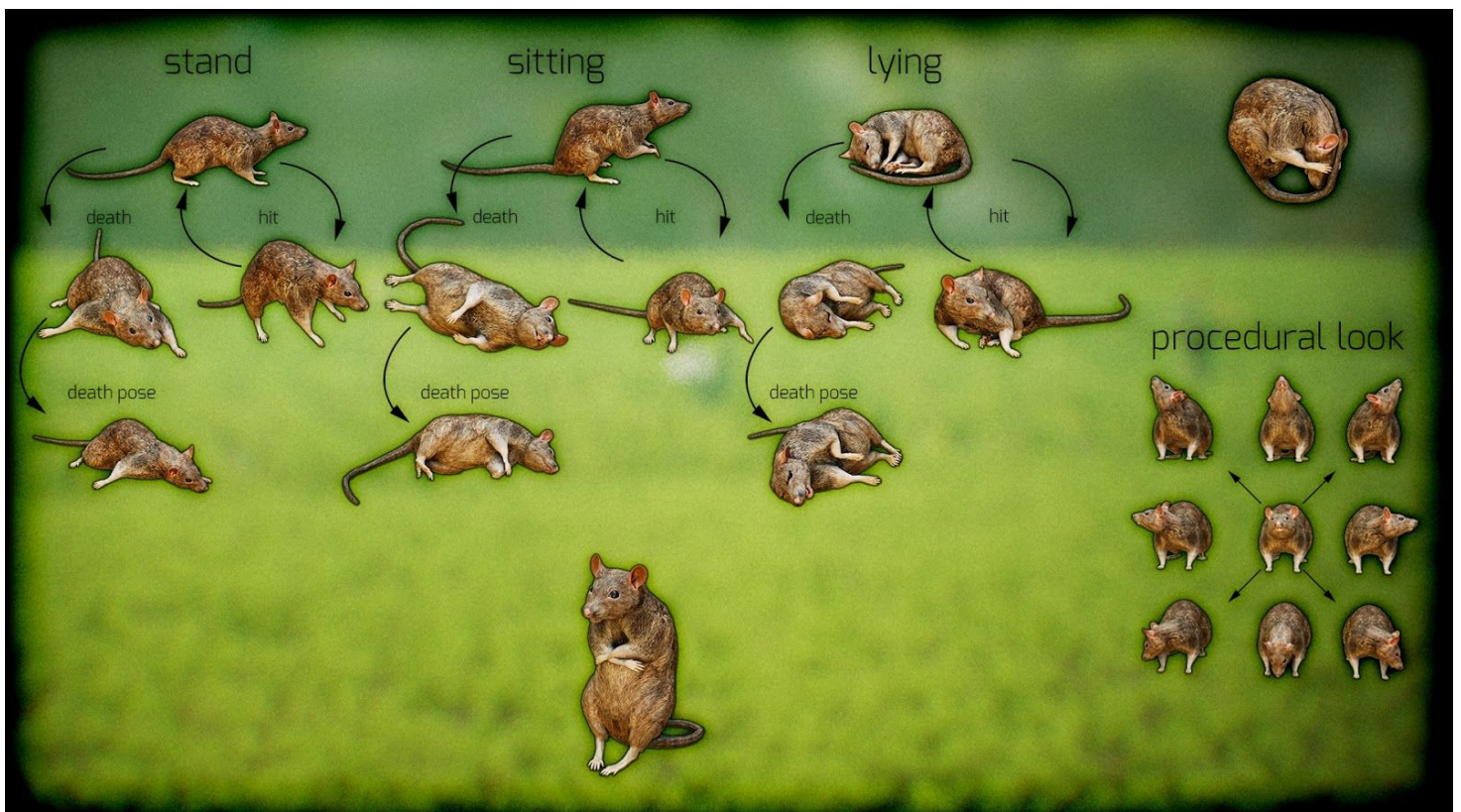
Mesh styles

Animations
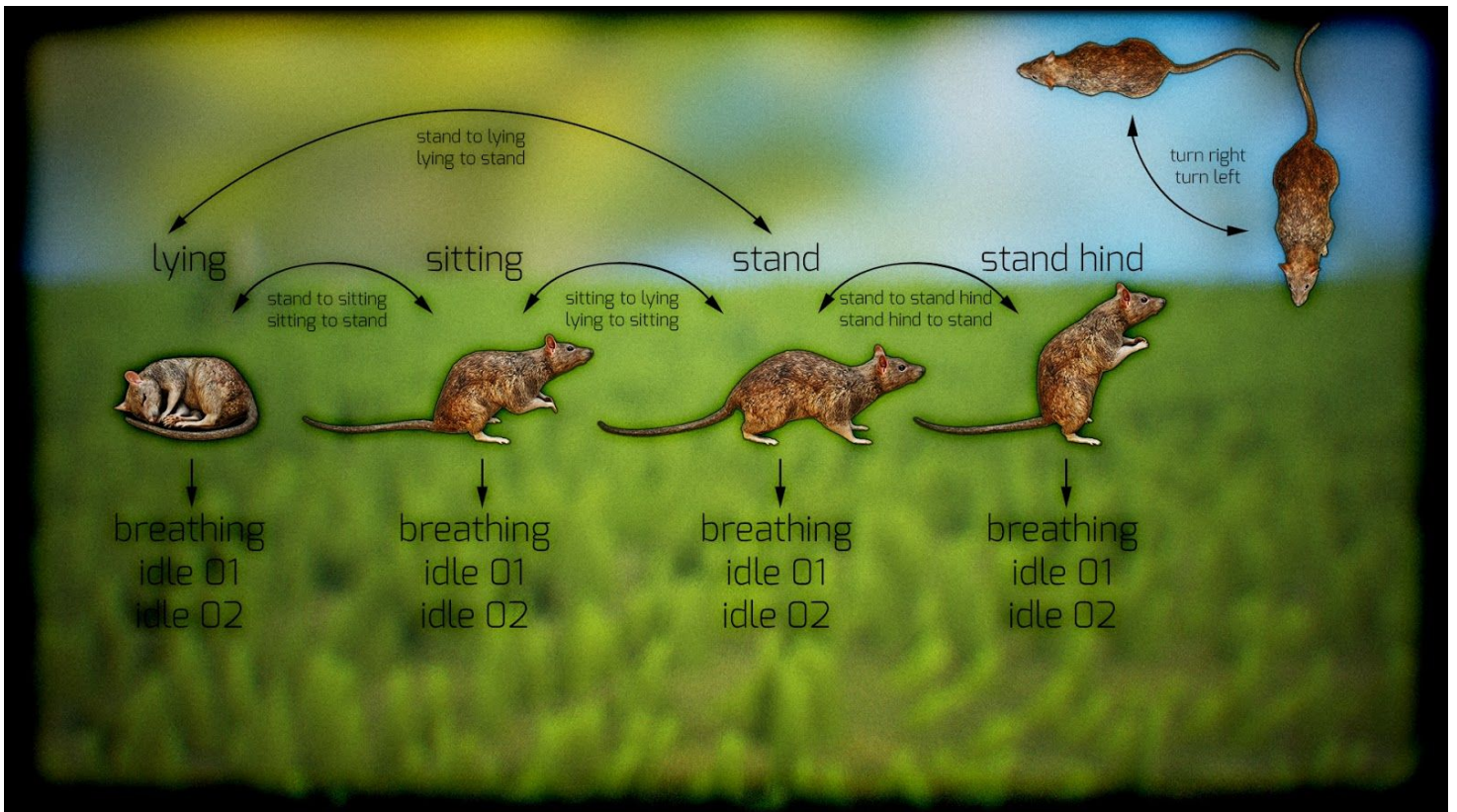
Benny can **stand, stand really high** and **sit**, but what he really loves to do after a long day is to **lie** down and a rest a bit. He can smoothly **transition** between stand, stand hind, sit and lying. To avoid being confused with a statue, he **breathes** and does some **idle** moves. He can also **turn** around.

sneak
(5.46 cm/s)
(2.15 in/s)

stand to sneak

walk slow
(13.46 cm/s)
(5.3 in/s)

stand to walk slow

walk
(25.84 cm/s)
(10.17 in/s)

stand to walk

trot
(60.171 cm/s)
(23.69 in/s)

stand to trot

run
(169.0 cm/s)
(66.54 in/s)

stand to run

sprint
(234.0 cm/s)
(92.13 in/s)

stand to sprint

left and right locomotion

Benny was born an athlete. He can **sneak** up on you, **walk slow**, **walk**, **trot** just like that, **run** when in hurry and even **sprint** when danger is around. His agility is amazing, he can **sway** at all speeds. Obviously he can get from stand to any speed very **smoothly**.

stand

sitting

lying

death

hit

death

hit

death

hit

death pose

death pose

death pose

procedural look

This may sound like things got too dark too fast. No worries, Benny (like all the cool animals) had some acting classes and so can feign convincing **hits** and **deaths**. He is very patient, so can play **dead** for as long as needed.

Content

- realistic mesh with LODs (usable separately)
- cheese and a mousetrap
- 2x stylized mesh
- 74 animations with root motion
- sound fx
- fbx sources for meshes and animations
- animations
  - Stand_Breathing_01
  - Stand_Idle_01
  - Stand_Idle_02
  - Sitting_Breathing_01
  - Sitting_Idle_01
  - Sitting_Idle_02
  - Lying_Breathing_01
  - Lying_Idle_01
  - Lying_Idle_02
  - StandHind_Breathing_01
  - StandHind_Idle_01
  - StandHind_Idle_02
  - Food_Eating_01_Fox
  - Loco_Sneak + left/right variations for turning (very useful for blendspace animations)
  - Loco_WalkSlow + left/right variations
  - Loco_Walk + left/right variations
  - Loco_Trot + left/right variations
  - Loco_Run + left/right variations
  - Loco_Sprint + left/right variations
  - Trans_TurnL
  - Trans_TurnR
  - Trans_Stand_to_Sitting
  - Trans_Stand_to_Lying
  - Trans_Sitting_to_Stand
  - Trans_Sitting_to_Lying
  - Trans_Lying_to_Stand
  - Trans_Lying_to_Sitting
  - Trans_Lying_to_StandHind
  - Trans_Sitting_to_StandHind
  - Trans_Stand_to_StandHind
  - Trans_StandHind_to_Stand
  - Trans_StandHind_to_Sitting
  - Trans_StandHind_to_Lying
  - Trans_Stand_to_Sneak
  - Trans_Stand_to_WalkSlow
  - Trans_Stand_to_Walk
  - Trans_Stand_to_Trot
  - Trans_Stand_to_Run
  - Trans_Stand_to_Sprint

- Hit_Stand_01
- Hit_StandHind_01
- Hit_Sitting_L01
- Hit_Lying_L01
- Death_Stand_01 + final death pose
- Death_StandHind_01 + final death pose
- Death_Sitting_L01 + final death pose
- Death_Lying_L01 + final death pose
- Add_Neutral
- Add_Look_Left
- Add_Look_Right
- Add_Look_Down
- Add_Look_LeftDown
- Add_Look_RightDown
- Add_Look_Up
- Add_Look_LeftUp
- Add_Look_RightUp
- CanonBall
- SittingSpec_Breathing_01