

Thanks for purchasing Rabbit Package – Furry and Low Poly.

**BroccoliGames Team**

## **README**

### **How to use?**

Drag a prefab (from Prefabs folder) and drop it into your scene.

### **How to change material?**

Drag a material (from Materials folder) and drop it on the appropriate prefab in a scene.

### **What are recommended settings for Fur material?**

- Diffuse value – 1
- Fur length – 0.33
- Alpha cutoff – 0.7
- Thickness – 0.5

### **Description:**

This package includes the Rabbit model with 11 animations. Model is fully rigged (36 bones). There are two types of model – Smooth shaded (1195 verts, 1315 tris), Flat shaded – Low Poly (2551 verts, 1315 tris).

It also includes character controller and animator.

Animations:

- Calm Idle
- Nervous Idle
- Watch
- Eat Carrot (Carrot included)
- Eat Grass
- Hop
- Run
- Jump
- Death in Run
- Death in Sit
- Dance

Low poly materials use Mobile/Diffuse shader. Fur materials use custom adjustable Fur shader.

Textures have 512x512 resolution.

The package includes a demo scene with a simple environment.