Jellyfish Pack 5

These jellyfish are created based on real jellyfish references. It will help you make your underwater world more realistic.

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1 MOON

The Moon Jellyfish is Animation Asset for Unity
Include 5 animations:
1. swim active (loop) 0-52
2. swim slow (loop) 52-156
3. swim calm (loop) 156-585
4. swim free (loop) 585-846
5. calm flip (846-1046)

2 AURELIA

The Jellyfish Aurelia is Animation Asset for Unity
Include 6 animations:
1. swim normal (loop) 0-52
2. swim slowly (loop) 52-156
3. swim slowly long (loop) 156-585
4. swim normal long (loop) 585-846
5. calm loop (846-1046)
6. death (1046-1196)

3 RHIZOSTOMA PULMO

The animated Jellyfish Rhizostoma Pulmo
The 3D model has 5 pieces:
1. Head (Bell)
2. Underhead
3. Kaps (Oral Arms)
4. Tentacles

4 COMPASS JELLYFISH

The 3d model includes one animation loop (1-100)
The Jellyfish has 11 pieces:
1. Head (Bell);
2. Underhead;
3. Kaps (Oral Arms);
4. Tentacles.

5 CHRYSAORA

The Jellyfish contains a loop animation with 2 different materials.
An animation loop contains 90 frames (1-89, 30fps).
Recent updates have made this jellyfish much more detailed in everything.

Technical details:

<u>1 MOON</u>
Number of textures: 11
Texture dimensions: 2048x2048
Polygon count: Tris 2044
Number of meshes/prefabs: 3
Animation count: 5
UV mapping: Yes
LOD information (count, number of levels): 1
Types of materials and texture maps (e.g., PBR): Shader Standart

<u>2 AURELIA</u>
Number of textures: 6
Texture dimensions: 2048x2048
Polygon count: Tris 640
Number of meshes/prefabs: 2
Animation count: 6
UV mapping: Yes
LOD information (count, number of levels): 1
Types of materials and texture maps (e.g., PBR): Shader Standart

<u>3 RHIZOSTOMA PULMO</u>
Number of textures: 10
Texture dimensions: 2048x2048
Polygon count: Tris 24K
Number of meshes/prefabs: 4
Animation count: 2
UV mapping: Yes
LOD information (count, number of levels): 1
Types of materials and texture maps (e.g., PBR): Shader Standart

<u>4 CHRYSAORA</u>
Number of textures: 4
Texture dimensions: 4096x4096
Polygon count: Tris 10916
Number of meshes/prefabs: 1
Animation count: 1
UV mapping: Yes
LOD information (count, number of levels): 1
Types of materials and texture maps (e.g., PBR): Shader Standart

<u>5 CHRYSAORA</u>
Number of textures: 4
Texture dimensions: 4096x4096
Polygon count: Tris 10916
Number of meshes/prefabs: 11
Animation count: 1
UV mapping: Yes
LOD information (count, number of levels): 1
Types of materials and texture maps (e.g., PBR): Shader Standart