

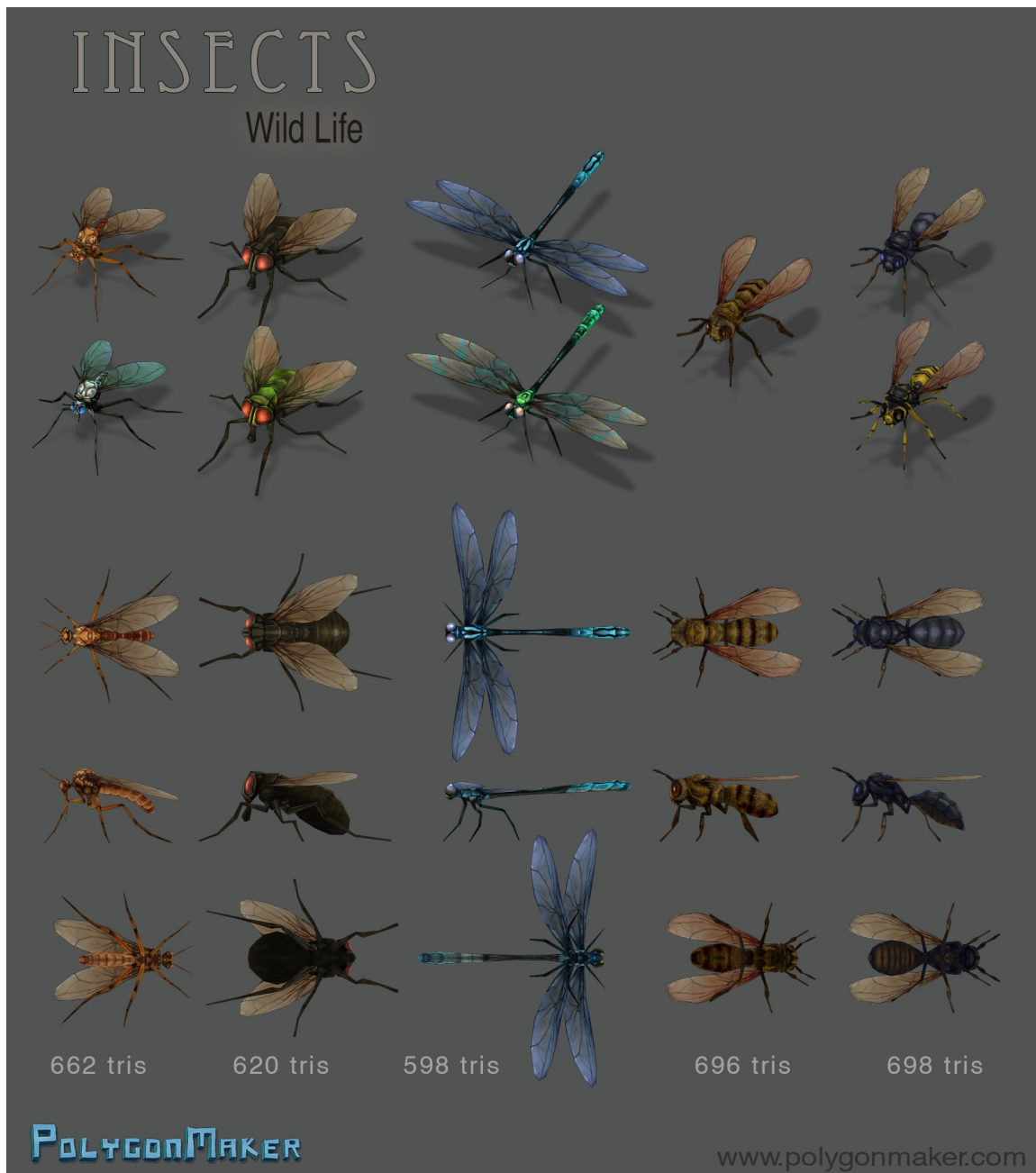
# Wild Life – Insects

[www.polygonmaker.com](http://www.polygonmaker.com)

## How to Use

Just drag the prefab to your scene!

Please leave a feedback at Unity asset store if you liked! This is important for us.  
In case of any problem or suggestion send a e-mail to [polygonmaker@gmail.com](mailto:polygonmaker@gmail.com)



*Samples*

## ***Mesh***

Each insect has a main FBX without animation and extra FBX with the animations:

## ***Textures***

There are 2 different textures for each mesh (only one for the bee)

The texture is a .TGA image with specular map as alpha.



*Color map*

*Specular map*

## ***Material***

The prefabs are using a standard Unity Material: “Reflective/Specular” with a Standard Unity Cubemap. This material gives a nice reflective effect.

For mobile, it is recommended using a lighter shader such as “Mobile/Diffuse”

## ***Animation***

Each insect uses its own animations (Bee uses the wasp animations)

"Name"@attack:

Attack: 0-24

"Name"@fly:

fly: 0-23

death1 (flying): 24-50

"Name"@ground:

landing: 0-30

idle: 30-60

death2 (on the ground): 60-80

"Name"@hover:

hover: 0-23

"Name"@walk:

walk: 0-20

**Creating new animations:** There is a 3dsmax files at "Extra content" folder that can be used to create new animations. The bones are made using CAT system from 3dsmax. There are three folders in this file:

- bones: include all bones and must be exported

- helpers: helpers that don't need to be exported

- mesh: mesh to better check the animation.

The file is in idle pose to help your animation and don't include any animation.

## **Credits:**

3d modeling: RODRIGO DE FARIAS COSTA