Hey and thanks for downloading my Butterfly with animation.

It has a simple linear animation applied to it, and if you are using Unity 3D then you can simply drag the prefab out of the "Prefab" folder and add it to your scene, all should run just fine.

Outside of Unity this should all import correctly, however. It is down to your engine/ rendering software requirements for importing .FBX models with animations.

Oh yeah, a little credit would be nice if you do use it for anything final.

Just a credit like so….. 'Original butterfly model created by Gareth Wright (gruffy.wright@gmail.com)'

Thank you once again, and I hope you enjoy using it for something.

Gruffy