



Gmail support : 3dnguyenduy@gmail.com

Technical Details :

Rigged: Yes

Animated: Yes

Number of Characters: 1

Number of Weapon: 1

Vertex Count(Spider): 20339

Triangle Count(Spider): 38873

Texture Resolutions: 2048x2048

Number of Textures: 11

Number of Materials: 5

Animation types (Root Motion 17/In-place 32)

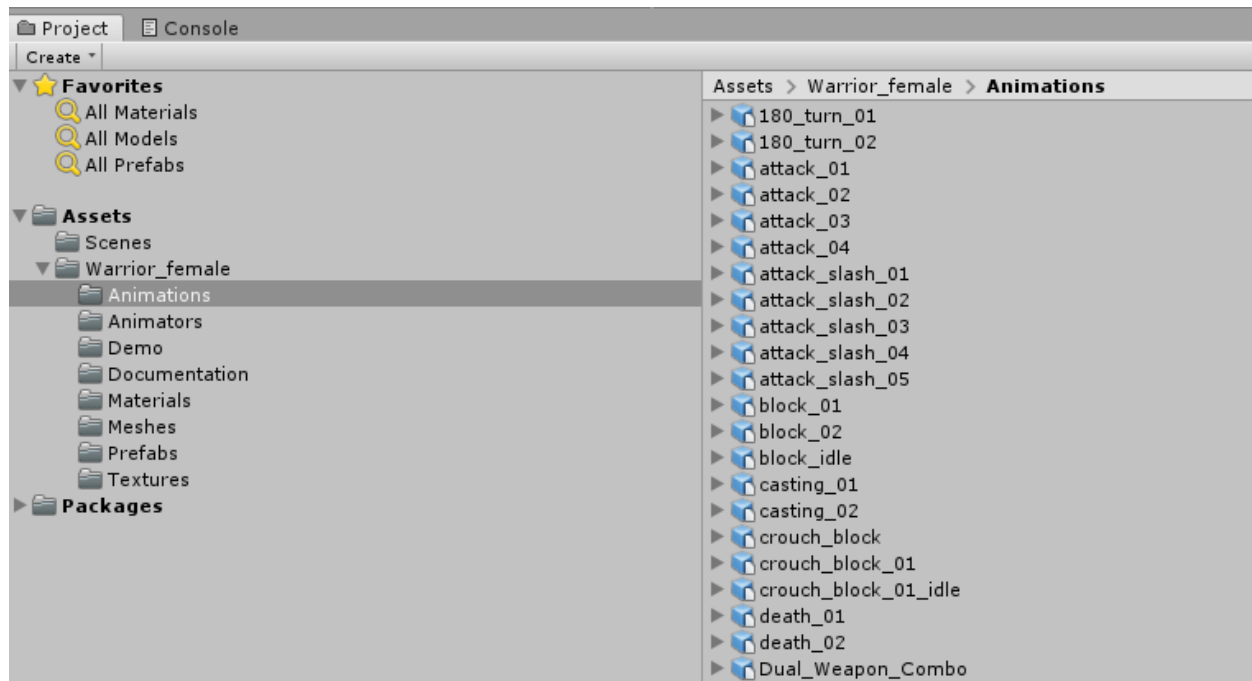
Number of Animations: 49

Animation list is contained here :

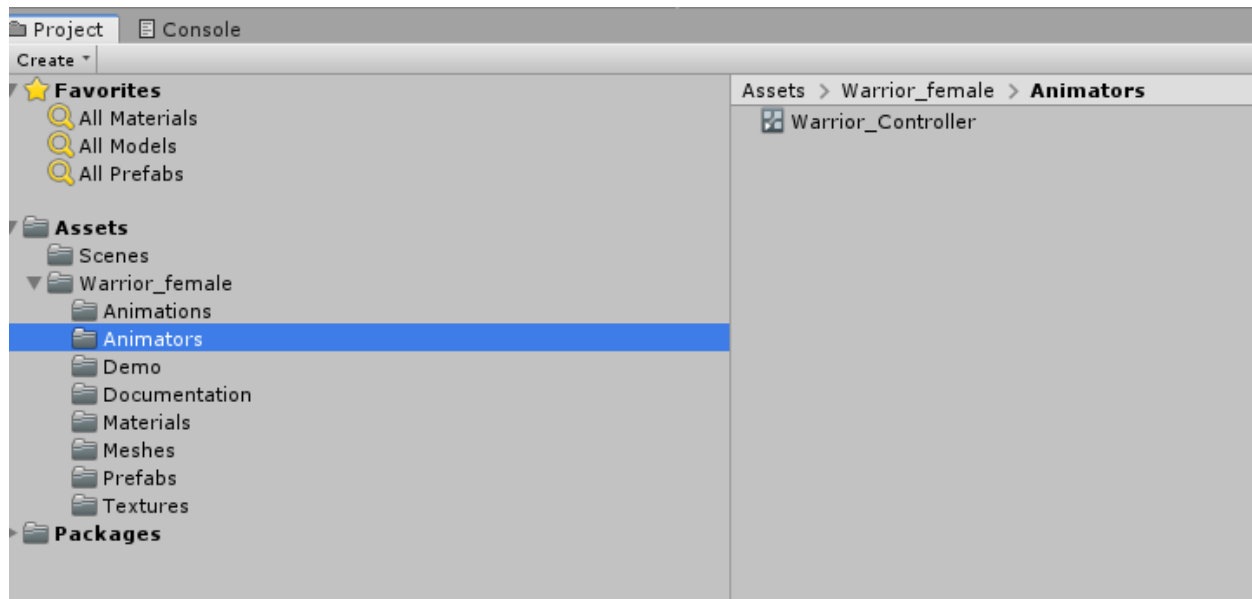
<https://drive.google.com/file/d/1l3hguqVBrGcV51yv8MAU0Yr8VkMKdLdG/view?usp=sharing>

- Animation Type (Humanoid)

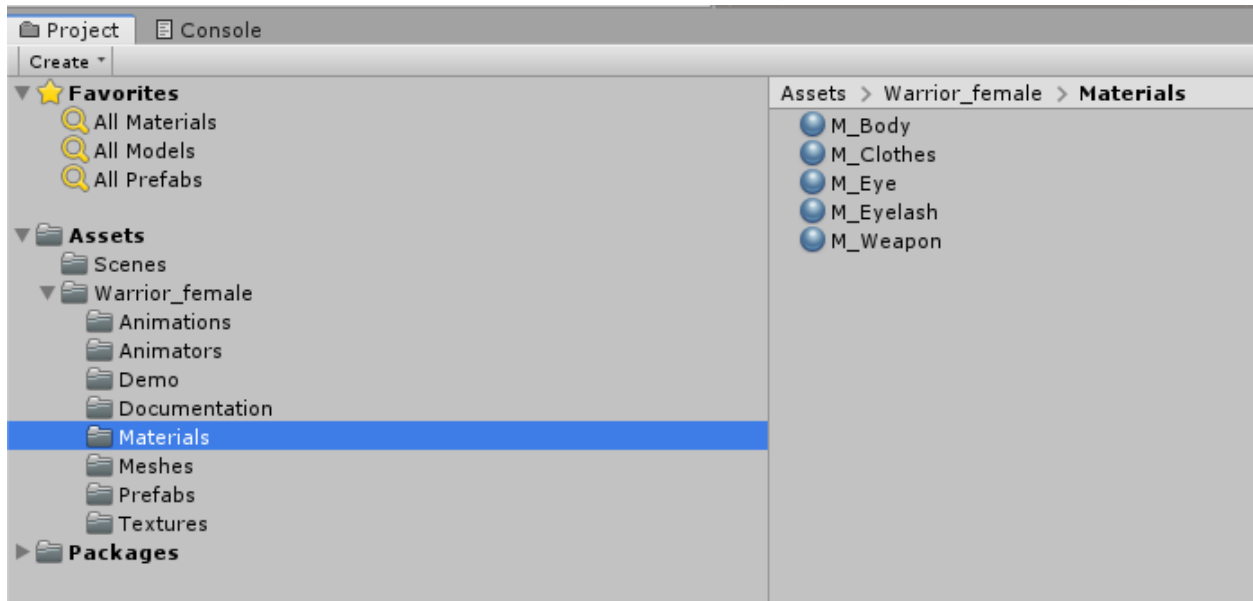
- **Animations** : contains animations



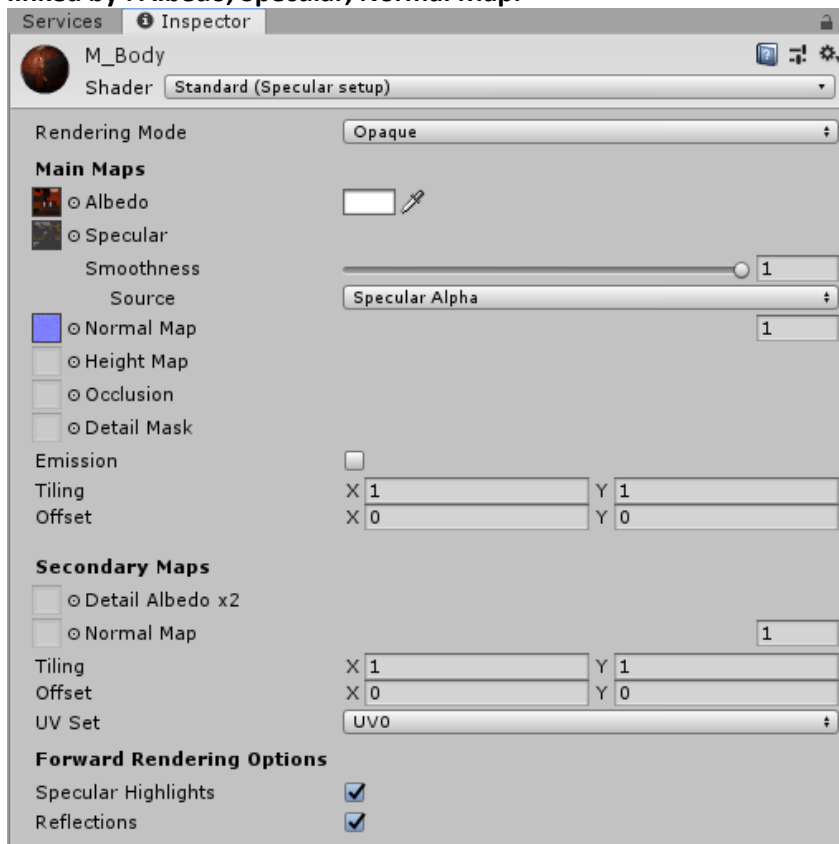
- **Animators** : contains Animator Controller



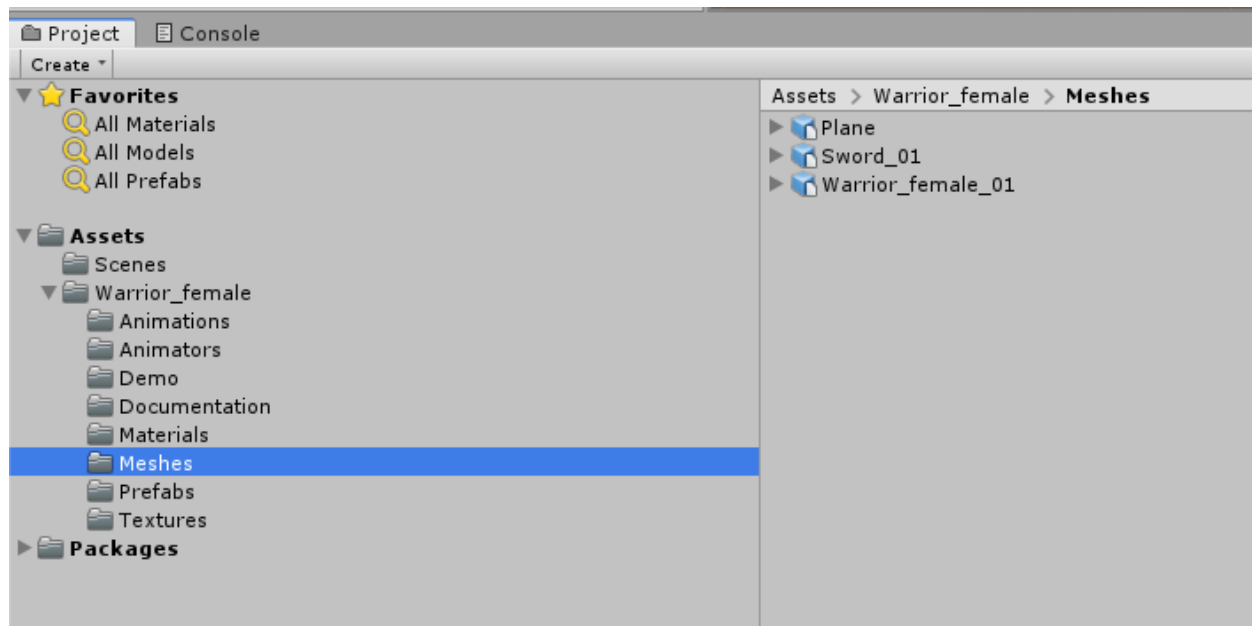
- **Materials** : contains shader



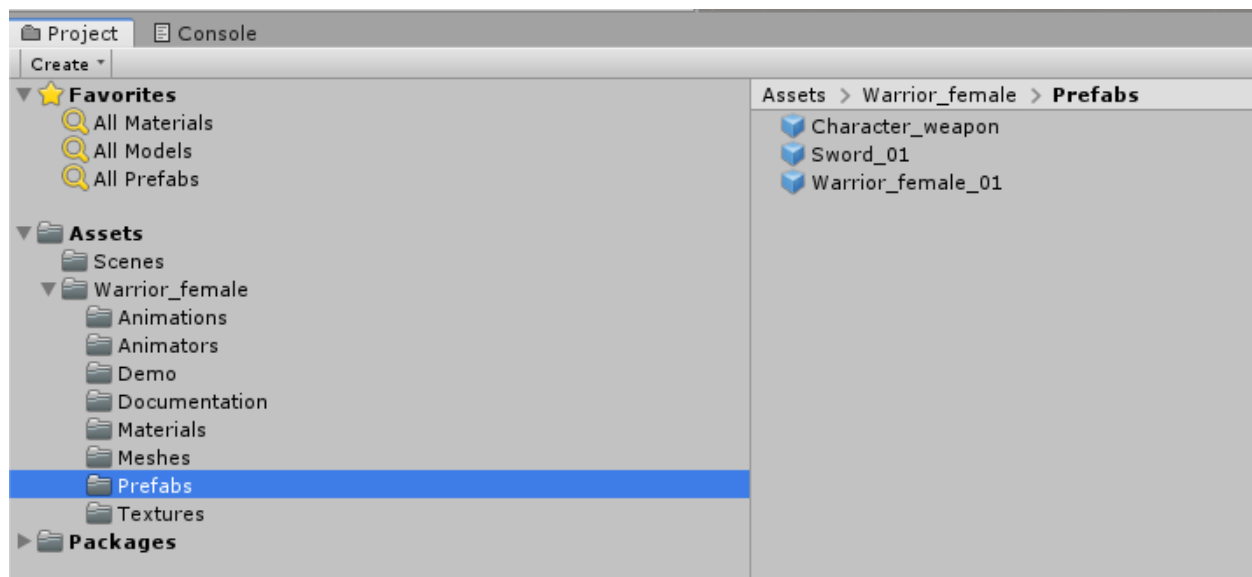
- Shader : standard (specular setup)
- linked by : Albedo, Specular, Normal Map.



- **Meshes : contains a character and Weapon model**



- **Prefabs : contains model character and weapons with Box Collider attached**



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- **Acronym :**
 - + Albedo : _B
 - + Normal : _N
 - + Specular : _Spec

