

The Giant Manta Ray

The Giant oceanic Manta Ray. It contains 9 animations. Suitable for projects with underwater world.

Technical details

Number of textures: 4
Texture dimensions: 2K
Polygon count: Tris 6.2K
Number of meshes/prefabs: 1
Animation count: 9
Animation type list:
1. swim norm
2. swim calm
3. float up
4. dive in
5. turn left
6. turn right
7. stay
8. death
9. eat
UV mapping: Yes

This version of the Manta Ray contains next major changes:

1. Created 9 additional animations.
2. All textures improved (Albedo, Metallic, Occlusion, Normal).
3. A root bone has been added, for easy positioning.
4. Redesigned rig. Changes have been made to the Scale Settings of bones. This led to involuntary deformations of the mesh.