

Jellyfish Aurelia

This Asset of the Jellyfish Aurelia will help diversify your underwater world. The animation is implemented in a realistic style. Textures are based on real references.

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)

Technical details

Number of textures: 6

Texture dimensions: 2048x2048

Polygon count of Jellyfish Pulmo: Tris 640

Number of meshes/prefabs: 2

Animation count: 1

UV mapping: Yes

LOD information (count, number of levels): 1

Types of materials and texture maps (e.g., PBR): Shader Standart

This version 2.0 contains next changes:

1. Rig and skeleton completely redesigned. Adding a root bone. It is now possible to scale without distortion in the animation.
2. The Value of Scale of bones is no longer animated, only the position parameter.
3. Added 2 types of new textures: Metallic and Normal.
4. Texture resolution increased to 2K.
5. Improved quality of materials like brightness and sharpness.