PIDI

GAME DEVELOPMENT FRAMEWORK ™

BY IRREVERENT SOFTWARE™

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AMERICAN BISON

USER MANUAL

PIDI – American Bison
Product Description

Thank you for buying our asset, PIDI – American Bison. This asset contains a highly detailed American Bison 3D model in FBX format designed specifically for games. The model has also been prepared for its use with Unity.

In this package you will find :

- **The bison model, textured, rigged (38 bones) and animated, in 3 different qualities (9760, 4880 and 1078 triangles)**
- **The bison model, textured, rigged, animated and optimized for mobile platforms (28 bones, 1078 triangles)**
- **30 high quality animations (21 with root motion, 9 in place)**
- **A simple script to allow for randomized blinking and blendshape control**
- **1 diffuse map (2048x2048)**
- **1 normal map (2048x2048)**
- **1 smoothness map (2048x2048)**
- **1 basic animator controller (for demo purposes only)**

The animations available are :

- **Idle x 2**
- **Laying Idle**
- **Lay down**
- **Stand up**
- **Walking x12**
- **Running x6**
- **Eating x3**
- **Attacks x2**
- **Dying x2**

For any suggestions, feedback or questions, please contact us at support@irreverent-software.com or pidi@irreverent-software.com.

Thanks for your purchase, we hope our assets helps you to keep making awesome games!