

The background of the entire image is a dark, almost black, gradient. Overlaid on this are numerous thin, glowing red lines that swirl and curve in a dynamic, organic pattern. These lines are most concentrated in the lower half of the image, where they form a dense, swirling mass that resembles a stylized flame or a nebula. In the upper half, the lines are more sparse and delicate, creating a sense of movement and energy that flows from the bottom towards the top.

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!