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Sheep_3D
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Those scripts in the package is for Demo Scene only.
It is not recommended for any other use.

"ShaderSample" file requires "Shader Graph".
Would you please install "Shader Graph" from Package Manager.

Would you please set the appropriate texture on item of texture in
surface inputs of the "ShaderSample" file.


Polygon 1490 triangles
highpoly Polygon 6412 triangles
Render Pipeline HDRP or URP
Number of Shader Unlit Graphs 1
Number of Sheep Materials 1
Number of Sheep Textures 1
Texture size 1024 x 1024 pixels


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 Animation List
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attack
baa
damage
down
eat
eat_shift
idle
jump_1rise
jump_2descent
jump_default
run
walk

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```