Thank you for buying a Zogue-Zogue product!

Product information

You receive 1 (one) low poly character in this package, that share 1 (one) texture, 1 (one) material and rig.

The 3D file is in the FBX extension. It uses Unity's native "Legacy Shaders/Diffuse" material, that can receive and cast shadows. There is only 1 (one) texture map allocated and it doesn't use a specular map. The texture is in 2048 px resolution, set in Unity as 1024 px. You can change according to your needs. The character is rigged and doesn't include animation. The prefab is ready to use!

Please let me know if you have any questions about the product.
You can send an email to levigomesart@gmail.com.

Bē behance.net/levigomesart
@levigomesart