



# Neko Mew

11.07.2024

Version 2.8.0



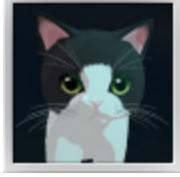
## Overview

Introducing the Neko Legends - Mew bundle package, the perfect addition to your anime toolkit! This package includes two key items:

- 1) Fully animated and rigged cat model featuring emotions, skin patterns/colors, eye shapes, and eye colors.
- 2) Cel Shader - a custom URP shader which was created with a minimalist, anime-style design that prioritizes both performance and user-friendliness.

Tested on **Unity 2021.3.34f1, Unity 2022.3.18f1 and Unity 6**.

## Dependencies

Icon	Main Type	Asset Store And YouTube Links
	Shader	<a href="#">Cel Shader</a> <a href="#">YouTube Video</a>
	Scripts 3D Models Textures	<a href="#">Shared Demo Assets URP</a> <a href="#">YouTube Video</a>

## Add-Ons

Icon	Main Type	Asset Store And YouTube Links
	Shader	<a href="#">Fur Hair And Fiber Shader</a> <a href="#">YouTube Video</a>

## Features

I. To learn more about the included Cel Shader, please refer to the manual located in NekoLegends/ShaderCel/Neko Legends - Cel Shader.pdf. Currently, only the Universal Render Pipeline (URP) is supported.

- Fur Patterns

Black, White, Gray, Tuxedo, Tabby (Orange, Gray, Dark), Siamese, Calico, Bengal

- Animations

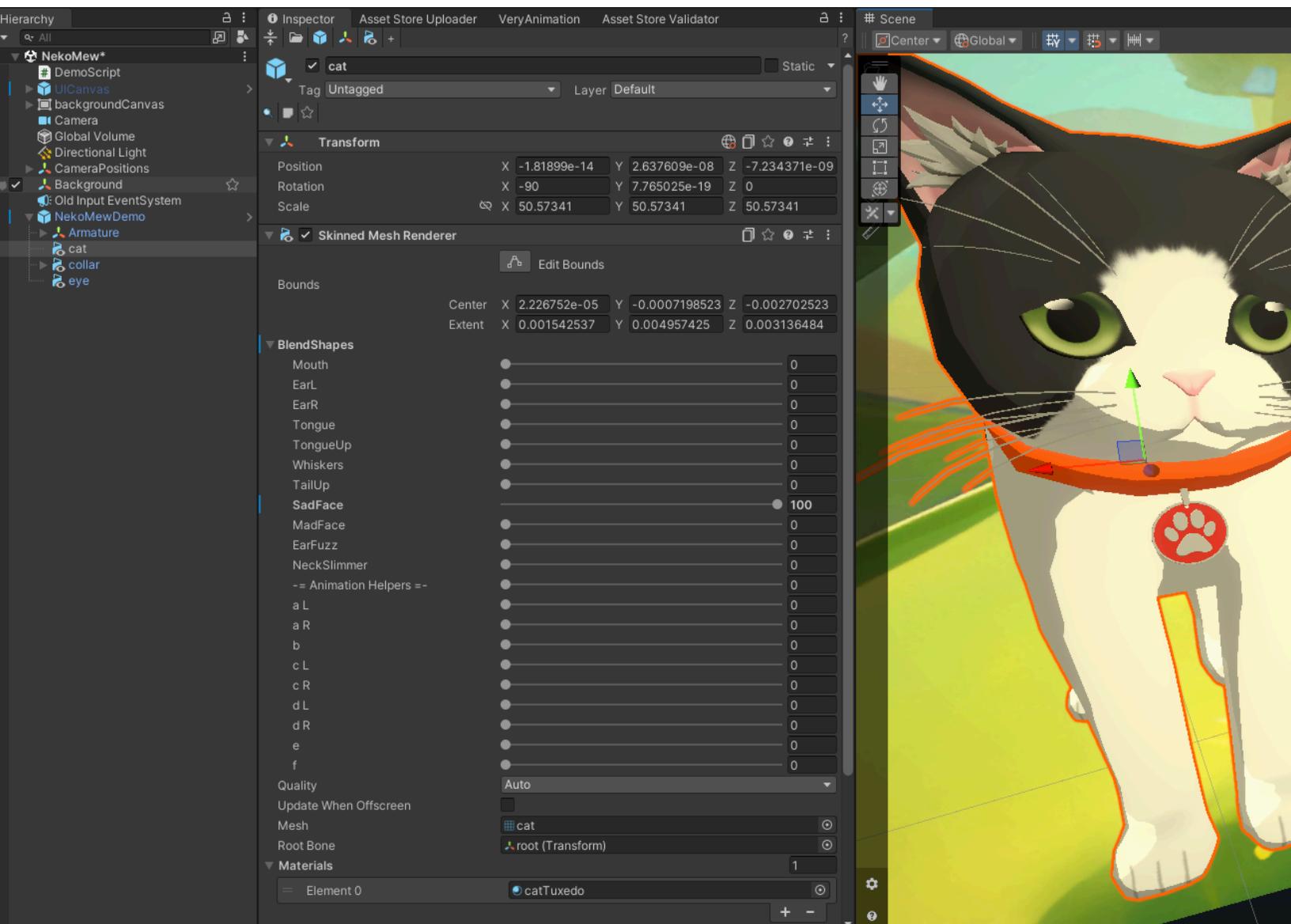
Come, grooming, jump, loaf, punch, refuse, run, scratch, sitting, standing, walk, drinking milk, feed me, grooving

- Blend ShapesCat: Mouth, EarL, EarR, Tongue, TongueUp, Whiskers, TailUp, SadFace, MadFace, EarFuzz, NeckSlimmer

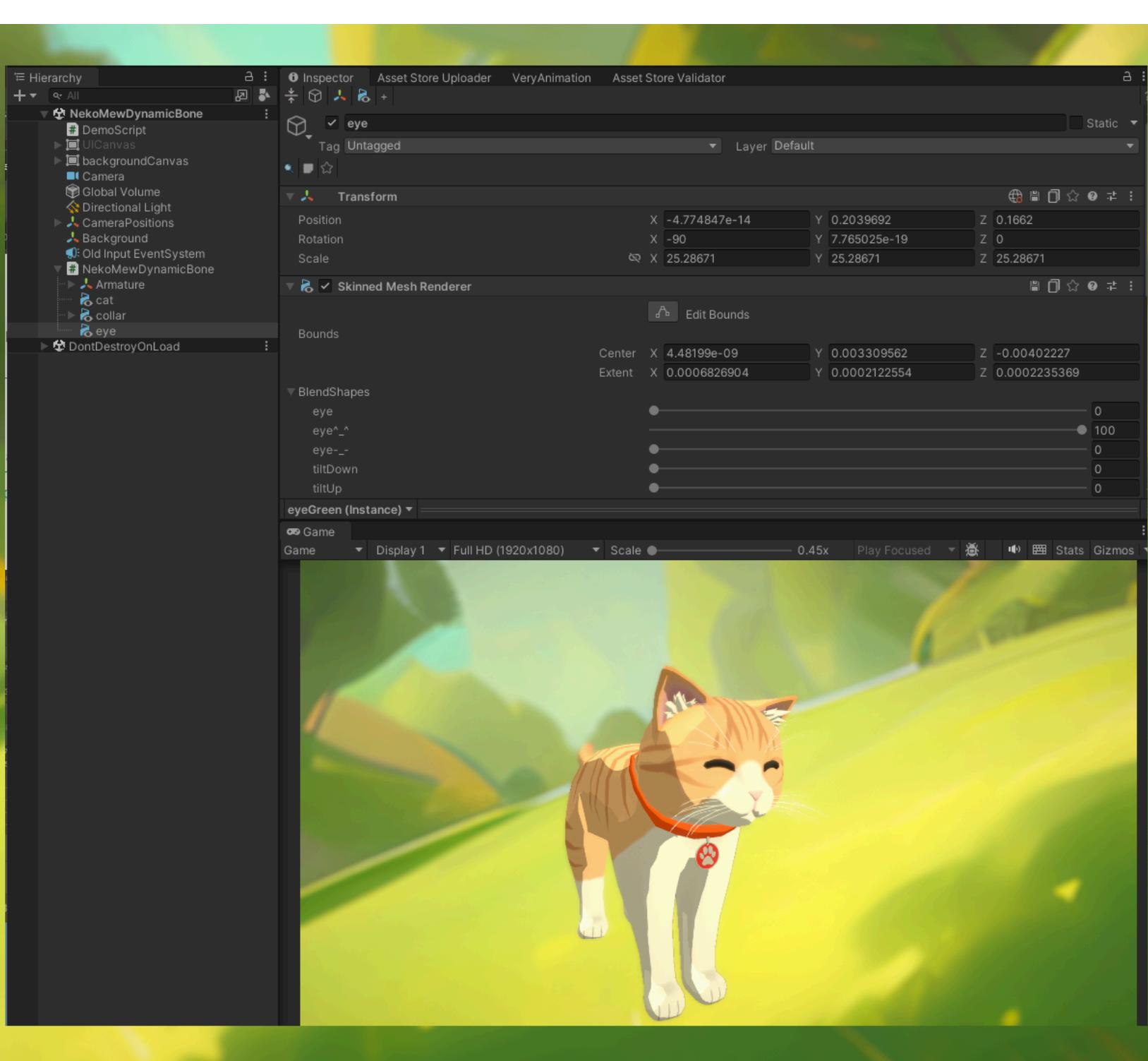
Eyes: Eye^\_^, Eye\_-\_, tiltDown, tiltUp

## 3D Model

You can control facial features by playing around with the BlendShapes located in the "cat" skinned mesh renderer. The shapes under the animation helpers are used for making certain animations look proper(such as the legs while sitting).



## Neko Legends page 4



There are also blend shapes options for eyes!

## FAQ

Q: Assets\NekoLegends\Shaders\ShaderCel\Editor\CelShaderInspector.cs(9,39): error CS0246: The type or namespace name 'ShaderGUIBase' could not be found (are you missing a using directive or an assembly reference?)

Assets\NekoLegends\Shaders\ShaderCel\Editor\CelShaderInspectorOutline.cs(7,45): error CS0246: The type or namespace name 'ShaderGUIBase' could not be found (are you missing a using directive or an assembly reference?)

A: Make sure to install the dependency: [Shared Demo Assets URP](#)

## Support

Need some help or have burning questions? Reach out to me at  
[support@nekolegends.com](mailto:support@nekolegends.com)

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!

