

Wild Life – Random Beasts

www.polygonmaker.com



How to Use

Just drag some prefab from the "Samples" folder to your scene.

There are 10 samples on the "Samples" folder ready to use.

Please leave a feedback at Unity asset store if you liked! This is important for us.

In case of any problem or suggestion send a e-mail to polygonmaker@gmail.com

Mesh

Each creature has one FBX with the animation.

There are 2 LOD levels per creature.



Mobile Use:

Use the LOD according your hardware limitation

Materials

The materials are set to use specular and transparent default from Unity.

Mobile Use:

If the current shader is too heavy for your hardware, you can try a simpler shader such as “diffuse mobile” or “unlit” .

Texture

Some creatures have more than one texture option.



Unlit Shader

Animation

▶ bat		
idle	0.0	20.0
take off	20.0	45.0
fly	60.0	76.0
hover	80.0	96.0
hit	100.0	125.0
attack	125.0	160.0
death	160.0	180.0
▶ bee		
fly	0.0	23.0
idle	30.0	60.0
death	60.0	85.0
▶ fly		
fly	0.0	23.0
idle	30.0	60.0
death	60.0	85.0
▶ frog		
walk	0.0	40.0
death	40.0	60.0
idle	70.0	100.0
attack	100.0	130.0
hit	130.0	150.0
swim	160.0	190.0
▶ rat		
idle	0.0	30.0
walk	35.0	47.0
run	50.0	60.0
hit	70.0	90.0
attack	90.0	115.0
death	115.0	135.0
▶ raven		
idle	0.0	40.0
idle break	40.0	110.0
take off	110.0	140.0
fly	140.0	156.0
attack	160.0	192.0
hit	192.0	210.0
death	210.0	230.0
▶ spider		
idle	0.0	60.0
attack	60.0	90.0
death	100.0	140.0
walk	160.0	190.0