Wild Life – Random Beasts

www.polygonmaker.com



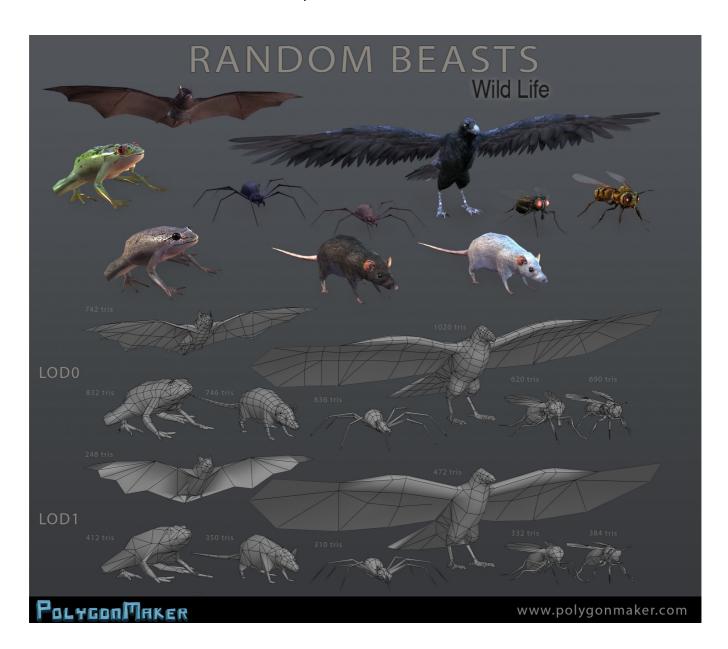
How to Use

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

<u>Mesh</u>

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
▶ oee	-	
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
▶ n at		
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
	0.0	60.0 90.0
idle		