BUFFALO85

Technical Details :

Rigged: Yes

Animated: No

Number of Characters: 5

Number of Weapon: 0

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Vertex Count(Spider): 1000 - 2000

Triangle Count(Spider): 2000 - 3000

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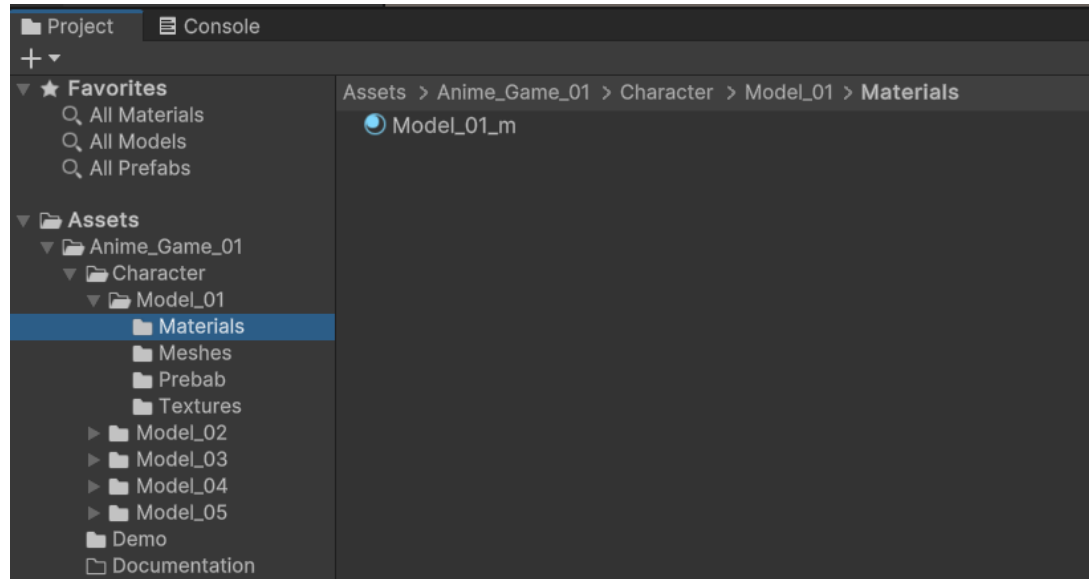**Texture Resolutions: 1024 x 1024**

Number of Textures: 10

Number of Materials: 5

Animation types (Root Motion 0/In-place 0)

Number of Animations: 0

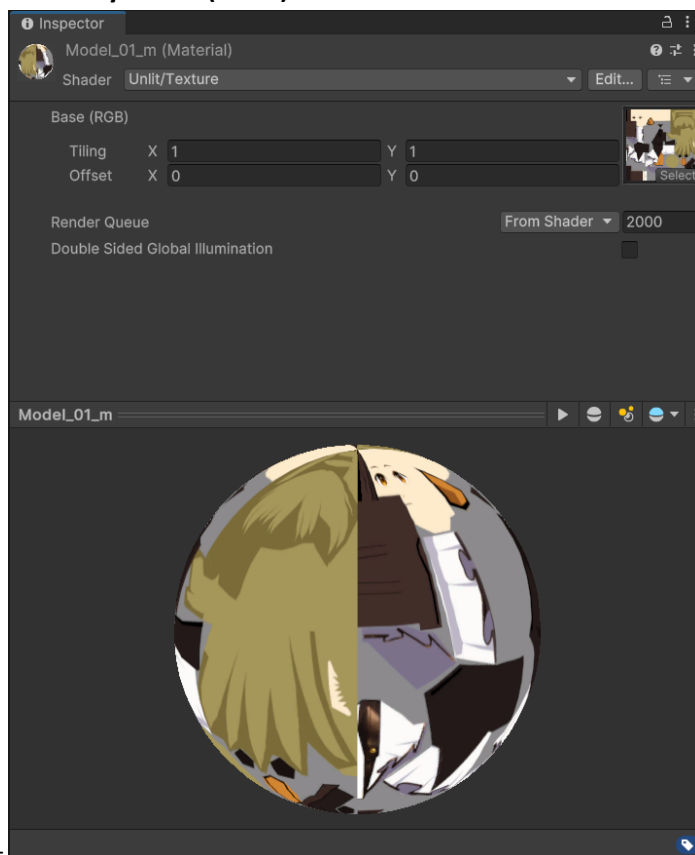---------------------------------

- **Animation Type (Humanoid)**
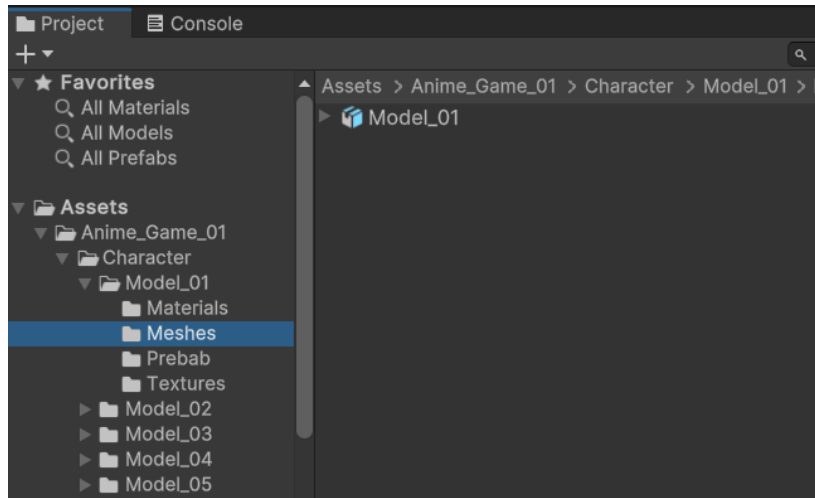
- Materials : contains shader
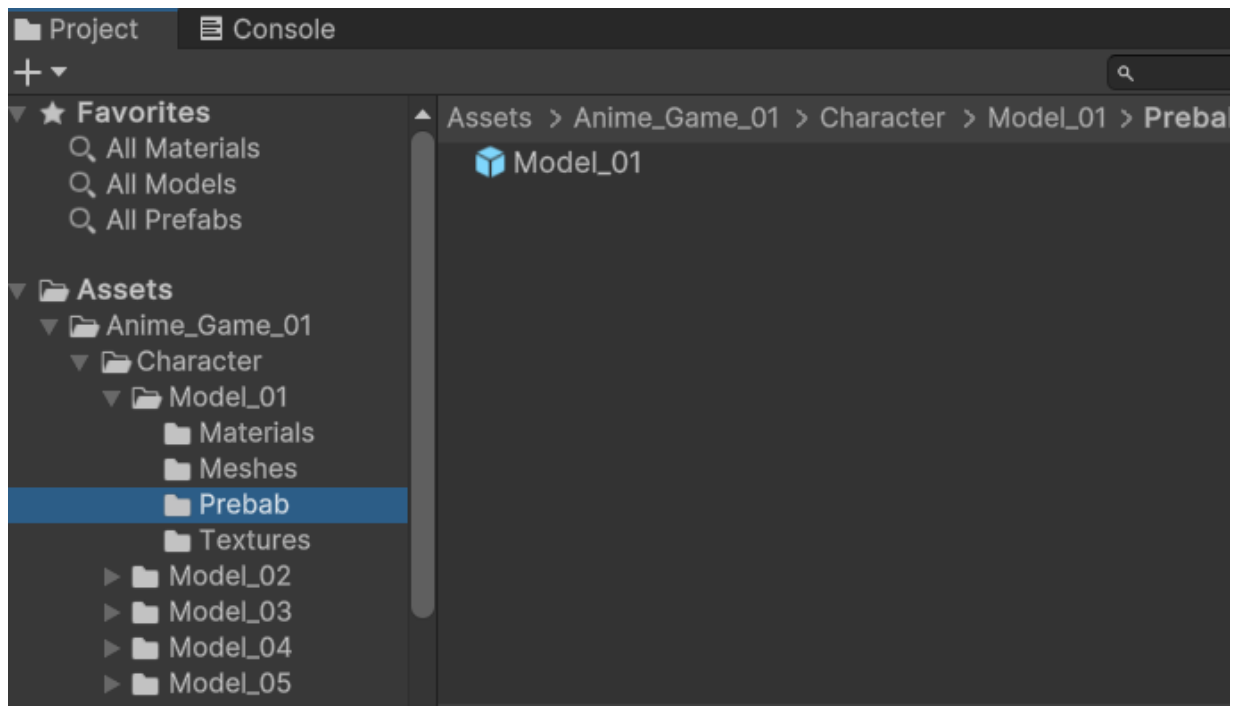

- Shader : Unlit / Texture
- linked by : Base (RGB)

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- Meshes : contains a character model

- Prefabs : contains model character and weapons with Box Collider attached

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Acronym :
+ Base color : T_Model_01
+ Shadow color : T_Model_01_shadow (Suitable for shader: UnityChanToonShader)