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Dog_3D  
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Those scripts in the package is for Demo Scene only.
It is not recommended for any other use.

"ShaderSample" file requires "Shader Graph".
Would you please install "Shader Graph" from Package Manager.

Would you please set the appropriate texture on item of texture in
surface inputs of the "ShaderSample" file.

Polygon 2458 triangles
highpoly Polygon 10868 triangles
Render Pipeline HDRP or URP
Number of Shader Unlit Graphs 1
Number of Dog Materials 1
Number of Dog Textures 1
Texture size 1024 x 1024 pixels

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Animation List  
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bark
bark_shift
bite
damage
down
haed_shake
howling
howling_sit
idle
jump_1rise
jump_2descent
jump_default
run
sit
sit_shift
walk

```
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```