

LOW POLY

animated fantasy creatures

by **polyperfect & Tri Pirogy**



Have a Suggestion?

contact@polyperfect.com

Thanks!

First of all, thank you for purchasing our pack, we really appreciate that! We are putting a lot of effort into this.

We are also planning to expand the list of the characters and their animations in the future with free updates of the pack. Check out our [Discord](#) for any news.

Handy Links ;)

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 - Creation of content for Metaverse-related and/or game-creation software and products.
 - Inclusion in datasets utilized by Generative AI Programs; in the development of Generative AI Programs; or as inputs to Generative AI Programs.

Updates

1.1 Update

- Bear Fantasy Forest
- Bear Fantasy Snow
- Dragon Sleeping animations (x3)

1.02 Update

- Build Fix

1.01 Update

- Minor Fixes
- Weapon models (x6)

1.0 First Release

- Bull Fantasy
- Dragon
- Gargoyle
- Gargoyle Boss
- GryphonHypogryph
- Horse Draft
- Horse Thoroughbred
- Horse Pegasus
- Horse Unicorn
- Horse Skeleton
- Skeleton Basic
- Skeleton Boss
- Skeleton Grunt

- Skeleton Mage
- Skeleton Soldier



Creatures

 **Bear Fantasy Forest** (1811 vertices)

 **Bear Fantasy Snow** (1197 vertices)

 **Bull Fantasy** (1305 vertices)

 **Dragon** (4898 vertices)

 **Gargoyle** (1491 vertices)

 **Gargoyle Boss** (1576 vertices)

 **Gryphon** (1847 vertices)

 **Hippogryph** (1613 vertices)

 **Horse Draft** (1082 vertices)

 **Horse Thoroughbred** (966 vertices)

 **Horse Pegasus** (1395 vertices)

 **Horse Unicorn** (1089 vertices)

 **Horse Skeleton** (3389 vertices)

 **Skeleton Archer** (2047 vertices)

 **Skeleton Basic** (1804 vertices)

 **Skeleton Boss** (1995 vertices)

 **Skeleton Grunt** (2053 vertices)

 **Skeleton Mage** (2707 vertices)

 **Skeleton Soldier** (2223 vertices)

Animations

Bear Fantasy Forest

Bear_Fantasy_Forest_Idle, Bear_Fantasy_Forest_Walk,
Bear_Fantasy_Forest_Run, Bear_Fantasy_Forest_Attack,
Bear_Fantasy_Forest_Death

Bear Fantasy Snow

Bear_Fantasy_Snow_Idle, Bear_Fantasy_Snow_Walk, Bear_Fantasy_Snow_Run,
Bear_Fantasy_Snowt_Attack, Bear_Fantasy_Snow_Death

Bull Fantasy

Bull_Idle, Bull_Walk, Bull_Jog, Bull_Run, Bull_Attack, Bull_Death, Bull_Eat,
Bull_Sleep

Dragon

Dragon_Idle, Dragon_Walk, Dragon_Run, Dragon_Attack, Dragon_Taking_Off,
Dragon_Flying_In_Place, Dragon_Landing, Dragon_Death, Dragon_Attack_Fire,
Dragon_Eating, Dragon_Fly_Forward. Dragon_Fly_Forward_Flide_Flapp,
Dragon_Fly_Gorward_Glide, Dragon_Flying_Attack_Fire, Dragon_Flying_Death,
Dragon_Flying_Hit, Dragon_Hit, Dragon_Lie_Start, Dragon_Lie_Sleep,
Dragon_Lie_End

Gargoyle

Gargoyle_Idle, Gargoyle_Walk, Gargoyle_Attack, Gargoyle_Run, Gargoyle_Death,
Gargoyle_TakingOff, Gargoyle_Flying, Gargoyle_Landing

Gargoyle Boss

Gargoyle_Boss_Idle, Gargoyle_Boss_Walk, Gargoyle_Boss_Attack,
Gargoyle_Boss_Run, Gargoyle_Boss_Death, Gargoyle_Boss_TakingOff,
Gargoyle_Boss_Flying, Gargoyle_Boss_Landing

 **Gryphon**

Gryphon_Takingff, Gryphon_FlyingInPlace, Gryphon_Landing, Gryphon_Idle,
Gryphon_Walking, Gryphon_Run, Gryphon_Attack, Gryphon_Death

 **Hippogryph**

Hippogryph_Takingff, Hippogryph_FlyingInPlace, Hippogryph_Landing,
Hippogryph_Idle, Hippogryph_Walking, Hippogryph_Run, Hippogryph_Attack,
Hippogryph_Death

 **Horse Draft**

Horse_Draft_Death_Dramatic, Horse_Draft_Idle, Horse_Draft_Walk,
Horse_Draft_Run, Horse_Draft_Attack, Horse_Draft_Death

 **Horse Thoroughbred**

Horse_Thoroughbred_Death_Dramatic, Horse_Thoroughbred_Idle,
Horse_Thoroughbred_Walk, Horse_Thoroughbred_Run,
Horse_Thoroughbred_Attack, Horse_Thoroughbred_Death

 **Horse Pegasus**

Horse_Pegasus_Death_Dramatic, Horse_Pegasus_Idle, Horse_Pegasus_Walk,
Horse_Pegasus_Run, Horse_Pegasus_Attack, Horse_Pegasus_Death,
Horse_Pegasus_TakingOff, Horse_Pegasus_FlyingInPlace,
Horse_Pegasus_Landing

 **Horse Unicorn**

Horse_Unicorn_Death_Dramatic, Horse_Unicorn_Idle, Horse_Unicorn_Walk,
Horse_Unicorn_Run, Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Horse Skeleton**

Horse_Unicorn_Death_Dramatic, Horse_Unicorn_Idle, Horse_Unicorn_Walk,
Horse_Unicorn_Run, Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Skeleton Archer**

Horse_Unicorn_Idle, Horse_Unicorn_Walk, Horse_Unicorn_Run,
Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Skeleton Basic**

Horse_Unicorn_Idle, Horse_Unicorn_Walk, Horse_Unicorn_Run,
Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Skeleton Boss**

Horse_Unicorn_Idle, Horse_Unicorn_Walk, Horse_Unicorn_Run,
Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Skeleton Grunt**

Horse_Unicorn_Idle, Horse_Unicorn_Walk, Horse_Unicorn_Run,
Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Skeleton Mage**

Horse_Unicorn_Idle, Horse_Unicorn_Walk, Horse_Unicorn_Run,
Horse_Unicorn_Attack, Horse_Unicorn_Death

 **Skeleton Soldier**

Horse_Unicorn_Idle, Horse_Unicorn_Walk, Horse_Unicorn_Run,
Horse_Unicorn_Attack, Horse_Unicorn_Death

Demo Scenes

01 - DEMO Scene

- All animals in one scene using Wander Script for demo purposes



Textures

All animals are properly UVwrapped so it is easy to change them or create your variations: <https://www.youtube.com/watch?v=2B6ZcS9KD78>



FAQ

1. Does your pack work in Unity URP?

All of our packs are made with Unity Standard Shaders, so it's pretty easy to convert them to the URP. Check this [tutorial](#)

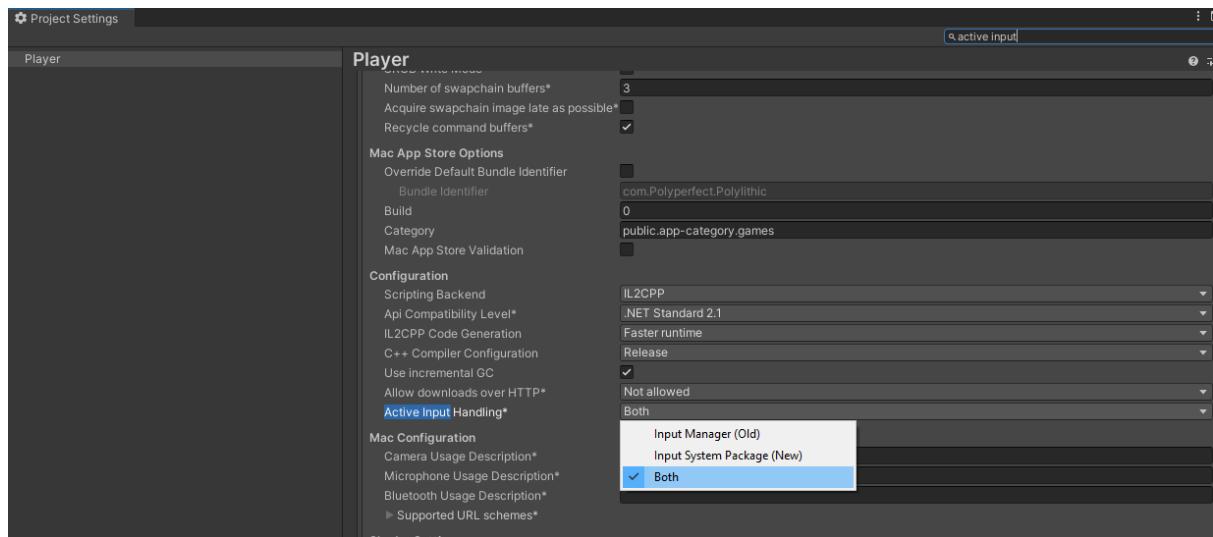
2. Can I use your assets with a different engine?

Yes, but we will not be able to support you.

3. Can I use your assets commercially?

Yes, as long as they are safely stored within your product and you are not reselling or redistributing them. Please carefully read this: [EULA and Terms of Service](#)

4. Can I use the Demo Scene with the New Unity Input Setting?



Yes

