

CREATURES FLOWER PACK



1. Instructions

This package contains everything about flowers in the Creatures Pack created by Nextlog.

It contains models, animations, and effects are attached for immediate use in the game you want to create, and are optimized for use in mobile platforms.

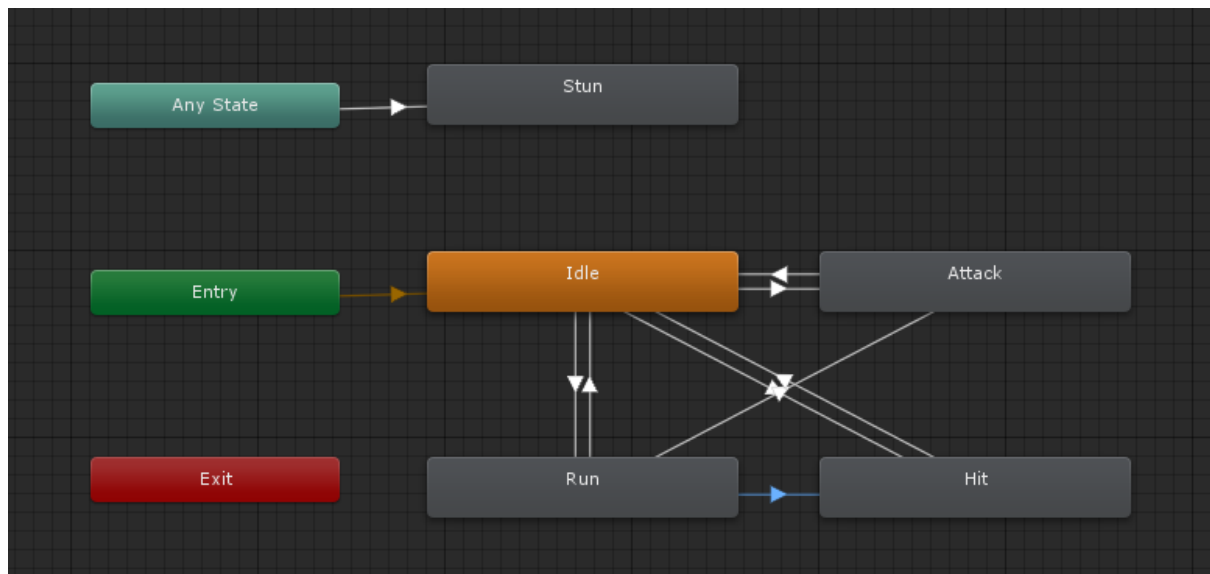
2. The structure and contents of the folder

Folder	Description
/Animations	It contains six basic movements of creatures, and we have created an animation controller to enable switching between the movements.
/Demo	It contains temporary assets used in Demo Scene so that you can use this asset as a reference.
/Effects	It contains the source of the effects used in the actions of attack, Hit, and fainting.
/Materials	It contains the material for which Texture is assigned. creatures have different colors and patterns of textures and can apply different materials to one model to create a completely different creatures.
/Models	The default model for exported bears is in FBX format.
/Prefabs	A folder created in the form of Prefab to distinguish between multiple Normal grades and Elite grades by combining Model, Material, and Effect.
/Textures	A folder containing multiple creature's Texture Image. You can make a variety of creatures by combining Material and Shader.

3. Animation and description

In the Animation folder, basic actions are stored so that you can immediately appear as monsters in the game you create.

Files	Description
Creatures_Flower_Idle_001	This is the basic state of action and the animation which is the starting and arrival points for all actions.
Creatures_Flower_Run_001	This is the action used to move quickly to reach the target.
Creatures_Flower_Hit_001	This is a short movement in which the body is shaken by an impact upon being attacked by an enemy. Combined with the attached effect, the impact of the game can be greatly increased.
Creatures_Flower_Attack_001	This is the action used to attack to it's target with effects.
Creatures_Flower_Stun_001	It's a fainting action by being attacked by an enemy. This behavior is used primarily when enemies use strong attacks or techniques that involve abnormal conditions. The combination with the attached effect allows a visual representation of the faint state.
Creatures_Flower_Dead_001	This behavior can be used when creatures died.



The structure of the animation controller attached in the folder. Each movement is configured to adapt to the circumstances. If necessary, you can modify it to match the game you produce.

5. Contact us

Thank you very much for purchasing this product. Our Nextlog team is always ready to respond to your grievances or requests for modification. In case of a problem, please contact us at the following website or email for technical resolution.

- Url : <https://www.facebook.com/NextlogArtFactory/>
- E-Mail : nextlog.game@gmail.com