

The background of the entire image is a dark, almost black, gradient. Overlaid on this are numerous thin, glowing red lines that swirl and curve in a dynamic, organic pattern. These lines are most concentrated in the lower half of the image, where they form a dense, swirling mass that resembles a stylized flame or a nebula. In the upper half, the lines are more sparse and delicate, creating a sense of movement and energy that flows from the bottom towards the top.

PIDI

GAME DEVELOPMENT FRAMEWORK™

BY IRREVERENT SOFTWARE™

PIDI
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AMERICAN BISON

USER MANUAL

PIDI - American Bison (Mobile version)

Product Description

Thank you for buying our asset, PIDI - American Bison. This asset contains a highly detailed American Bison 3D model in FBX format designed specifically for mobile games. The model has also been prepared for its use with Unity.

In this package you will find :

- The bison model, textured, rigged, animated and optimized for mobile platforms (26 effective bones 1078 triangles)
- 21 high quality animations
- 1 diffuse map (1024x1024)
- 1 normal map (512x512)
- 1 smoothness map (512x512)

The animations available are :

- Idle x 2
- Laying Idle
- Lay down
- Stand up
- Walking x6
- Running x3
- Eating x3
- Attacks x2
- Dying x2

These animations may be updated / more animations may be added in future versions of this package. However, any update will preserve the current animations as a fallback / archive.

For any suggestions, feedback or questions, please contact us at support@irreverent-software.com or pidi@irreverent-software.com.

Thanks for your purchase, we hope our assets helps you to keep making awesome games!