

CUTE LOW POLY ANIMALS SUPER PACK



VER. 1.0

CREATED BY

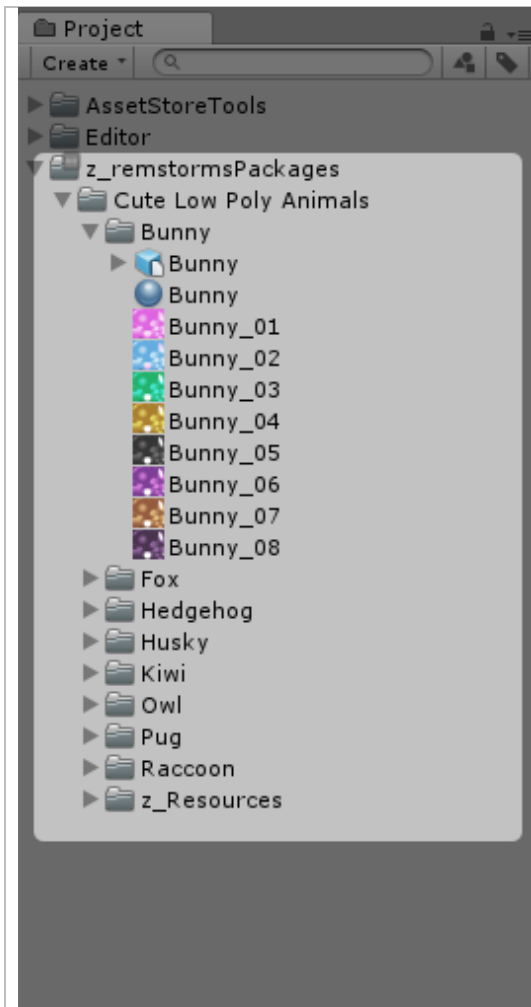
REM STORMS

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PACKAGE CONTENTS

Everything contained in this package is arranged in folders for easy access. The main folder `z_remstormsPackages` was named this way to appear at the bottom of your project and be easier to access.



Animal Folders:

Materials: Contains sample material per animal

Models: Contains the 3D Meshes in FBX format

Textures: 8 Premade Demo Textures included, however, making your own textures is as simple as a couple of clicks and saving in the format of your choosing.

Z_Resources Folder:

Contains demo scene for reference and examples. As well as the graphic elements and scripts that are needed for the Demo Scene.

TextureMakers Folder:

This is the folder to go to if you want to modify your character's look. For more information on how to customize your character's colors go to the customization section.

BUNNY



Quick and Cute

This little guy can escape quickly from his enemies and get back into the game.

Animations

Cry, Fall, Idle, Idle_Scratch, JumpUp, Landing, Running, Hop.

FOX



Smart and Cunning

This little guy can get out of any uncomfortable situation with the use of his brains.

Animations

Cry, Fall_Down, Falling, Idle, JumpUp, Run

HEDGEHOG



Armed and Ready

His spiky body is perfect for defense or attacking.

Animations

Cry, Idle, Jump Up, Run, Spin

HUSKY



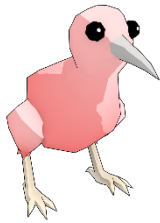
Brave and Strong

He might be cute, but he is also quite brave and ready to face any challenges.

Animations

Walk, Idle 01, Idle 02

KIWI



Funny and Persistent

The fact that is a bird but has no wings might discourage some but not this guy.

Animations

Idle, Jump, Run, Falling

OWL



Wise and Cautious

He can fly... what else do you need?

Animations

Cry, Fall, Fly, Idle, Jump, Land

PUG



Lazy and Popular

He is sleepy most of the time, but for some reason people love this little guy.

Animations

Bark, Idle, Jump, Run, Walk

RACCOON



Sneaky and Agile

He can never calm down and loves to get his little hands on shiny things.

Animations

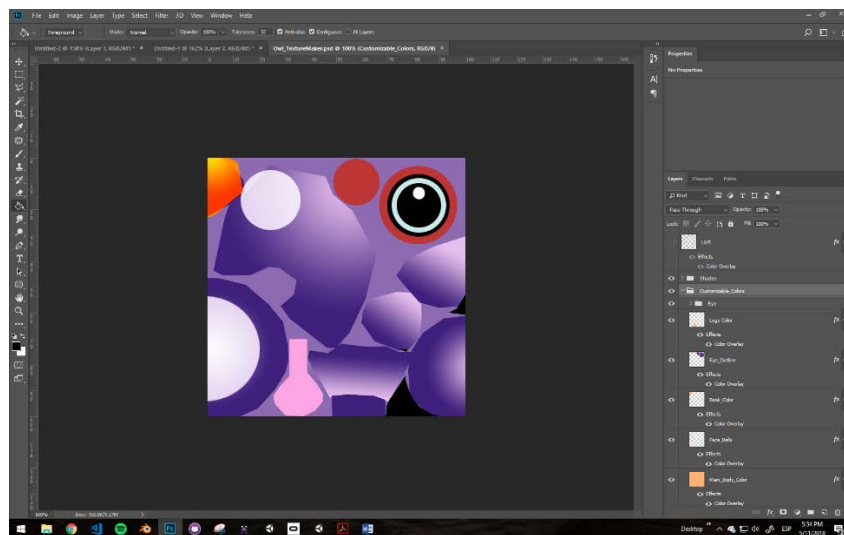
Cry, Run, Spin, Idle

CUSTOMIZING COLORS

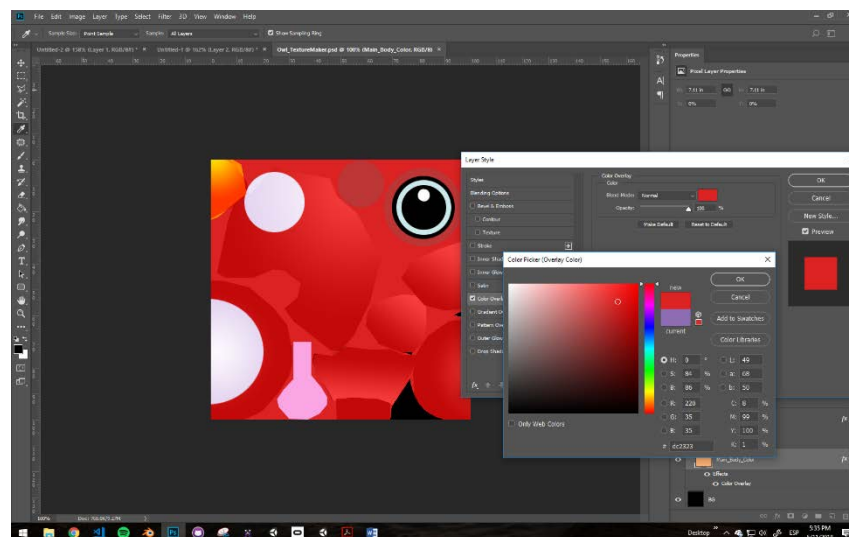
You can find the original PSD files that you can use to modify colors on:

z_remstormsPackages\Cute Low Poly Animals\z_Resources\TextureMakers

- 1.- Open up the PSD file of the character you want to modify.
- 2.- Inside the PSD file, under Layers, you will find a folder called "Customizable_Colors".
- 3.- Each one of the layers inside that folder represents a part of your character and its properly named to avoid confusion.



- 4.- Double click on a layer to open the layer style window
- 5.- Click the color overlay option on the left panel of the same window



- 6.- Change the color using the color picker or input the RGB values manually.
- 7.- Export your file as your preferred format.

PACKAGE FEEDBACK

Thanks for your support, this package will be updated based on customer feedback. Please take a minute to answer this quick form to help us improve on this and future asset packs.

Please help us improve, click [HERE](#)

DEVELOPER CONTACT

Feel free to send us an email if you have any issues, questions or feedback regarding this or any other Asset Pack purchased from us.

Thanks again for your support.

Rem Storms

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