

Fish Pack 30 - Coral Bay

This Fish Pack will help you make your underwater world more realistic.
The pack contains 30 tropical fish.

Each fish has an animation loop 800 frames (duration 0-800, 30fps).
Each fish has 3 textures: Albedo, Metallic, Normal

The package contains the following fish:

- 1 Clownfish
- 2 Double-Saddle
- 3 Powder Blue Tang
- 4 Yellow Tang
- 5 Caranx fish
- 6 Bannerfish
- 7 Bicolor Angelfish
- 8 Clown Triggerfish
- 9 Convict Tang
- 10 Emperor Angelfish
- 11 Juvenile Angelfish
- 12 Royal Angelfish
- 13 Threadfin
- 14 Yellow Longnose
- 15 Blue Tang
- 16 Purple Tang
- 17 Clownfish Black
- 18 Copperband
- 19 Flame Angelfish
- 20 Fusilier
- 21 Lined Surgeon
- 22 Discus Yellow Marlboro
- 23 Discus Albino Millennium Gold
- 24 Discus Albino Snakeskin
- 25 Discus Brilliant Turquoise
- 26 Discus Checkerboard Pigeon
- 27 Discus Heckel Cross
- 28 Discus Leopard Red Spotted
- 29 Discus Red Passion
- 30 Discus Red Map Checkerboard

Number of textures: 186 (each fish has 3 textures)

Texture dimensions: 1024x1024 px

Polygon count of Clownfish Orange: Tris:5478, Verts:2295

Polygon count of Double-Saddle: Tris:734, Verts:385

Polygon count of Powder Blue Tang: Tris:1160, Verts:597

Polygon count of Yellow Tang: Tris:998, Verts:501

Polygon count of Caranx: Tris:358, Verts:187

Polygon count of Bannerfish: Tris:2252, Verts:1174
Polygon count of Bicolor Angelfish: Tris:2642, Verts:1365
Polygon count of Clown Triggerfish: Tris:1995, Verts:1063
Polygon count of Convict Tang: Tris:1622, Verts:826
Polygon count of Emperor Angelfish: Tris:2488, Verts:1270
Polygon count of Juvenile Angelfish: Tris:2516, Verts:1284
Polygon count of Royal Angelfish: Tris:2488, Verts:1271
Polygon count of Threadfin Tris:858, Verts:447
Polygon count of Yellow Longnose Tris:1770, Verts:903
Polygon count of BlueTang Tris:1418, Verts:739
Polygon count of Purple Tang Tris:1642, Verts:834
Polygon count of Clownfish Black Tris:5478, Verts:2295
Polygon count of Copperband Tris:2118, Verts:1094
Polygon count of Flame Angelfish Tris:2558, Verts:1302
Polygon count of Fusilier Tris:1098, Verts:565
Polygon count of LinedSurgeon Tris:1624, Verts:836
Polygon count of Discus 1 Tris:2610, Verts:1380
Polygon count of Discus 2 Tris:2610, Verts:1380
Polygon count of Discus 3 Tris:2610, Verts:1380
Polygon count of Discus 4 Tris:2610, Verts:1380
Polygon count of Discus 5 Tris:2610, Verts:1380
Polygon count of Discus 6 Tris:2610, Verts:1380
Polygon count of Discus 7 Tris:2610, Verts:1380
Polygon count of Discus 8 Tris:2610, Verts:1380
Polygon count of Discus 9 Tris:2610, Verts:1380
Number of meshes/prefabs: 2
Animation count: 1
UV mapping: Yes
LOD information (count, number of levels): no
Types of materials and texture maps (e.g., PBR): Shader Standart. Albedo, Metallic, Normal map