BUFFALO85

Technical Details :

- **Rigged: Yes**
- **Animated: Yes**
- **Number of Characters: 4**
- **_____**
- **Vertex Count(Spider): 1932**
- **Triangle Count(Spider): 3512**
- **_____**
- **Texture Resolutions: 512x512**
- **Number of Textures: 4**
- **Number of Materials: 4**
- **Do Materials derive from a Master Material with instances as variation: Yes**
- **Animations types: (Root Motion 2/In-place 7)**
- **Number of Animations : 9**
- **Supported Development Platforms:**
- **Windows: (Yes)**
- **Mac: (Yes)**
- **IOS : (Yes)**
- **Android: (Yes)**
- **---------------------------------**
- **Animations :**
- **Jaguar@atk01**
- **Jaguar@atk02**
- **Jaguar@dead**
- **Jaguar@dmag**
- **Jaguar@idle**
- **Jaguar@jump_down**
- **Jaguar@run**
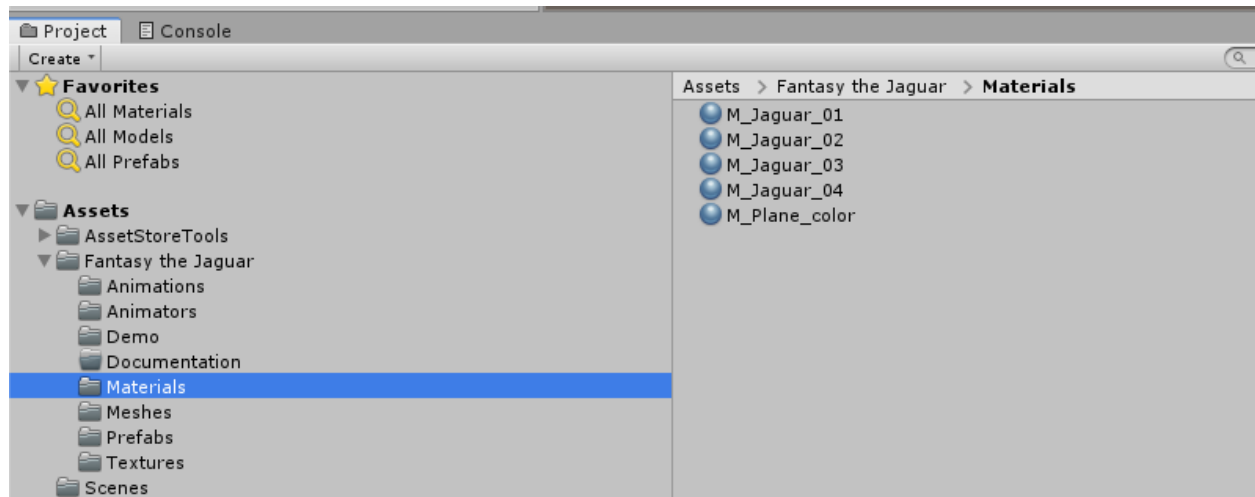- **Jaguar@sleep**
- **Jaguar@Walk**
- **Jaguar@Walk</BR>**

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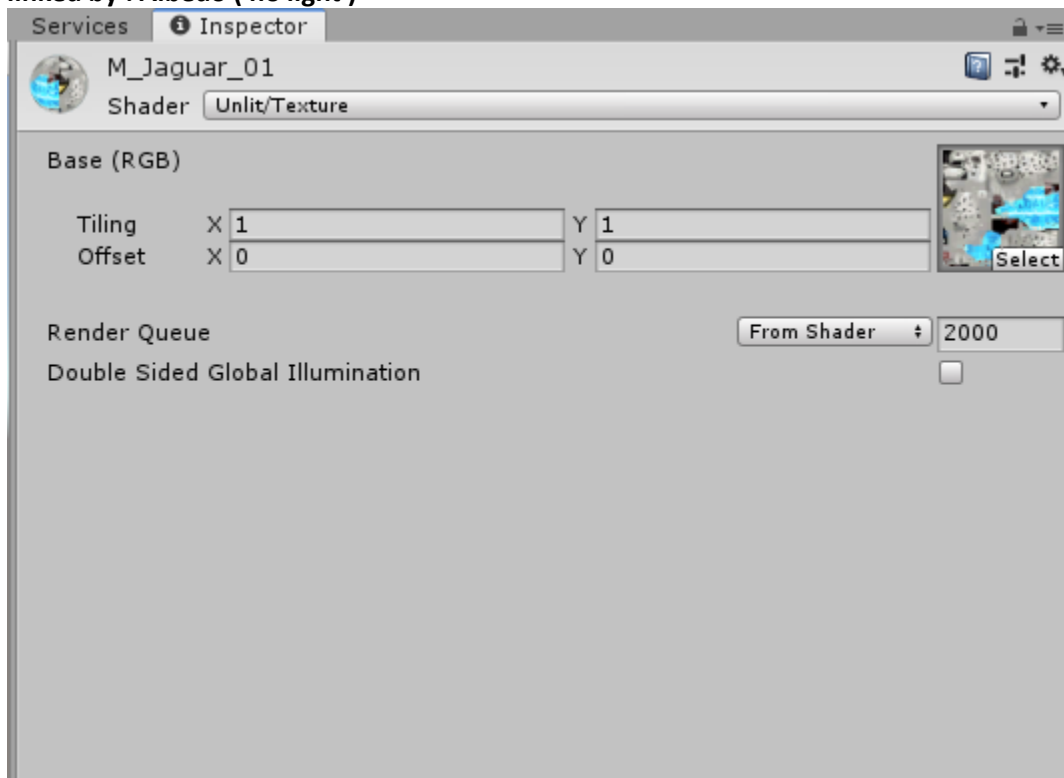- **Animations : contains animations**
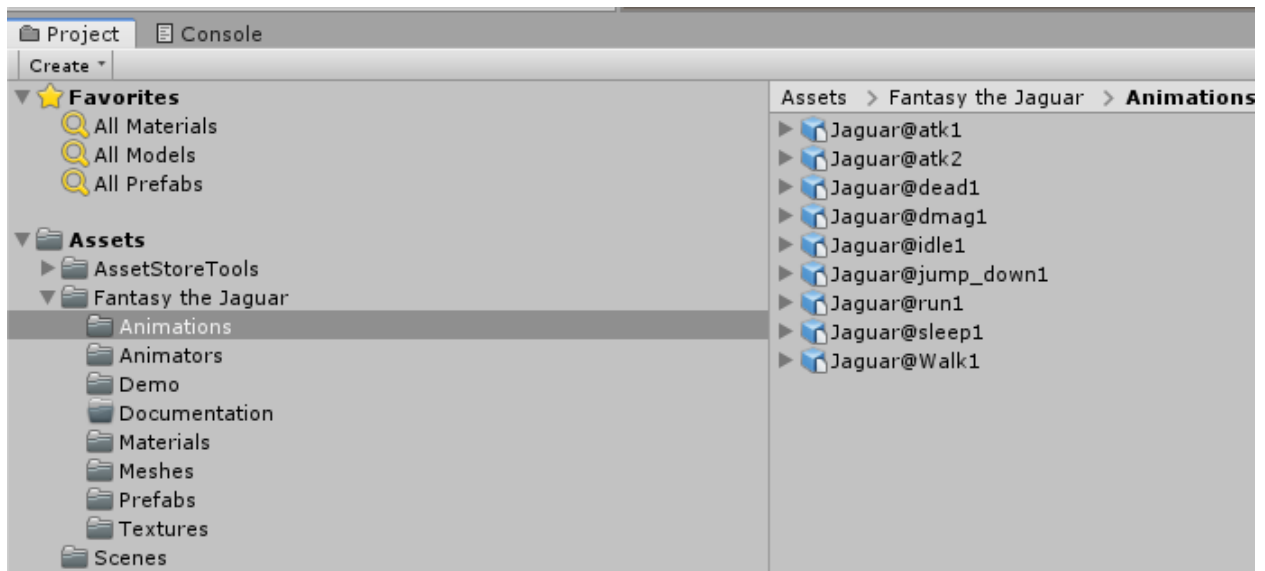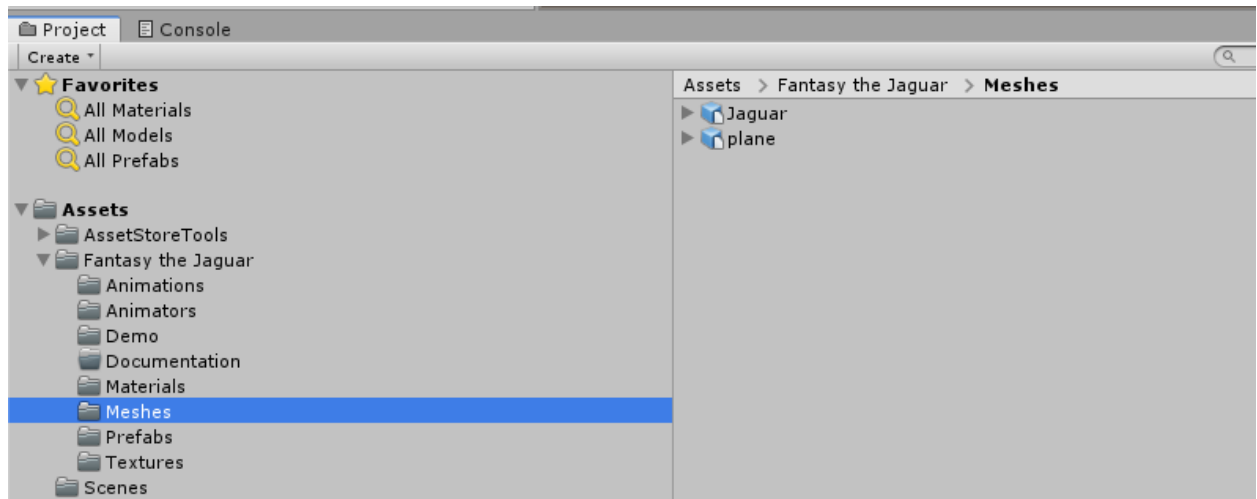

- **Animators : contains Animator Controller**
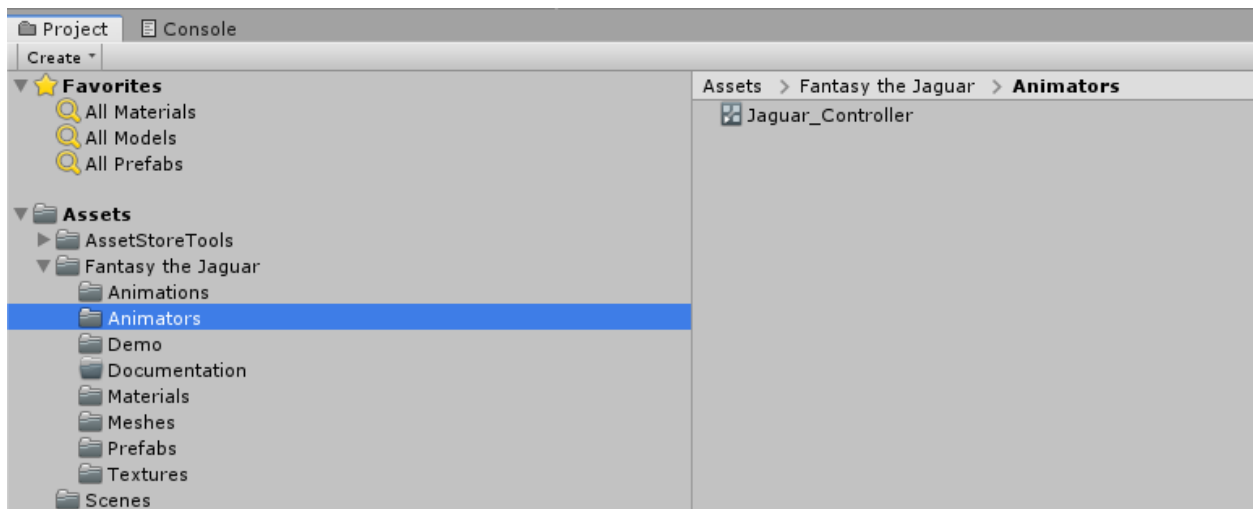
- **Materials : contains shader (contains shader (four materials are attached to a single mesh))**
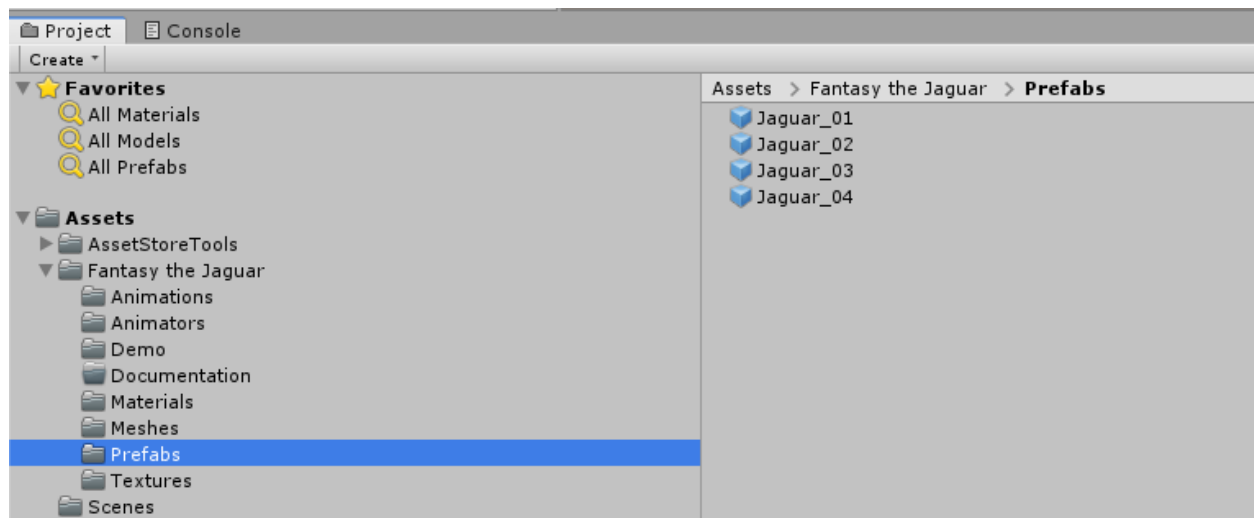

- **Shader : Unlit/Texture**
- **linked by : Albedo (no light)**

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- **Meshes : contains a mesh animals**

- **Prefabs : contains model animals and with Box Collider attached**

texture size 512x512

Including 4 textures are distinguished by _01, _02, _03, _04