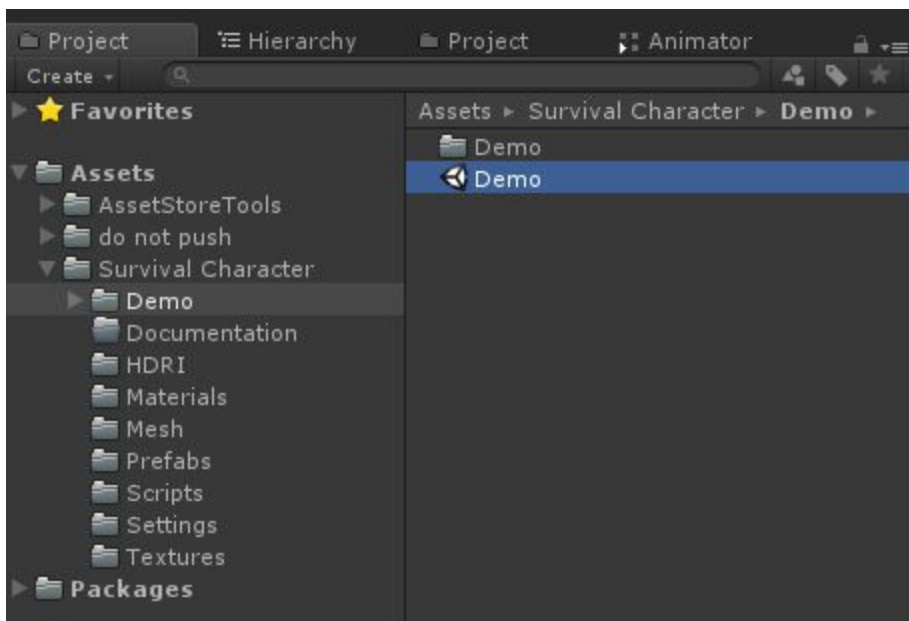


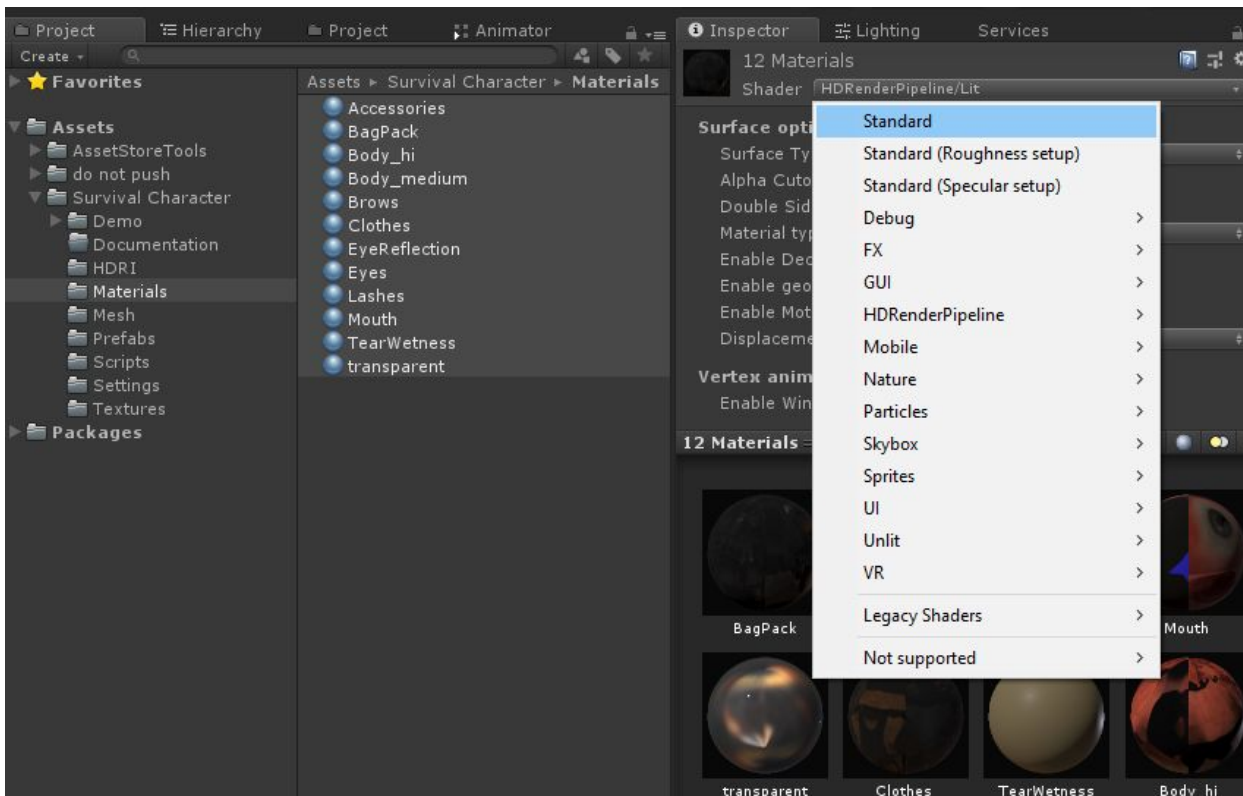


Hey,
Thanks for purchasing Survival character asset.

You will find Demo scene in demo folder.

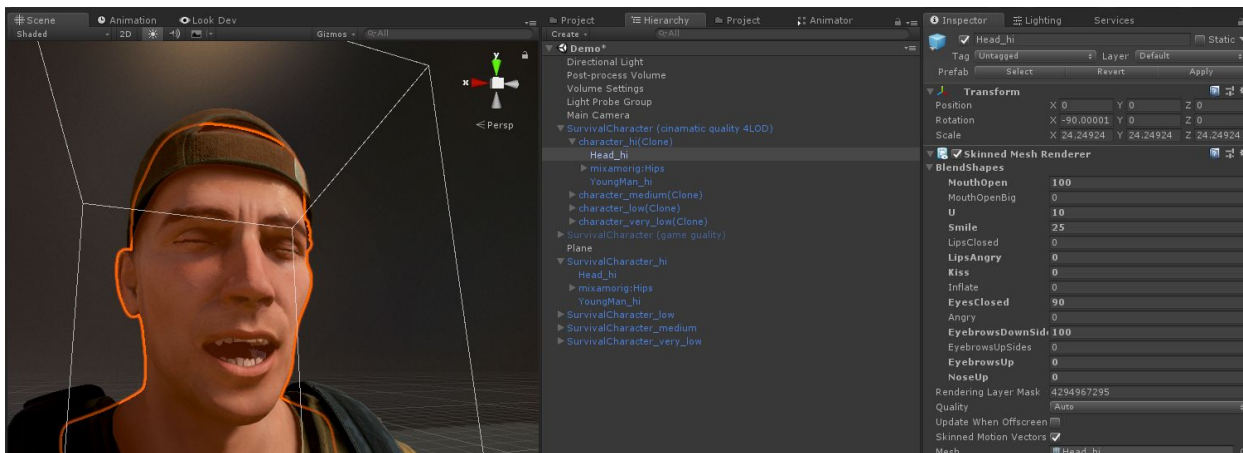


Asset is made for High Definition render pipeline but it also works with Standard 3D render pipeline. If you working with standart 3D render pipeline just change materials shader to Standard like in picture :



I used Subsurface Scattering feature that's only available in High Definition render pipeline.

BlendShapes for facial animation available only for high quality model character_hi
Activate them by selecting Head_hi skinned mesh



Support: eduardas.ninja@gmail.com

Good Luck,
Redbee Team
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