



Unity asset - Dragon Skeleton – Fantasy RPG v4.0

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Unity asset - Dragon Skeleton – Fantasy RPG v4.0: Introducing the Skeleton Dragon, a fearsome undead creature that soars through the skies propelled by dark magic. This skeletal marvel comes fully equipped with mesh morphing capabilities, concept art, music, and more to enhance your game development experience.

Render Pipeline Compatibility: Compatible with Unity's default Built-in Render Pipeline, the Skeleton Dragon seamlessly integrates into your project. While the majority of shaders in the package are "Standard," they can be effortlessly upgraded to the Universal Render Pipeline (URP) or High Definition Render Pipeline (HDRP) to suit your specific graphical requirements. Hair shaders, when applicable, are provided in both URP and HDRP versions for enhanced compatibility.

The Skeleton Dragon perfectly complements our living Dragons Pack, sharing the same size for seamless integration into your game world. It boasts realistic physics and is fully animated, with captivating animations that showcase its transformation from a cohesive entity to a heap of bones and back through magical reassembly.

Bundles and Bonus Files: Enhance your collection and save with our PBR Monster Bundle #3, offering additional assets at a discounted rate. Plus, enjoy free bonus files after purchase, including Substance Painter files, concept art, an Unreal project, Atavism files, and music to further enrich your game development process.

Infinity PBR Philosophy: Infinity PBR represents the collaborative effort of over a dozen artists dedicated to delivering top-tier assets tailored for indie game developers. Rooted in a philosophy of versatility and quality, each asset is meticulously crafted to offer high-quality textures and animations. With a focus on realism and customization, these assets aim to elevate the gaming experience.

Customization and Compatibility: Most packages within Infinity PBR feature mesh morphing capabilities, allowing for unparalleled customization. Additionally, textures are compatible with legacy shaders (Unity 5 and beyond) and can be seamlessly upgraded to URP and HDRP. While the package is delivered with built-in pipeline compatibility, it offers flexibility to adapt to diverse project requirements.

Polycount and LODs: Tailor the Skeleton Dragon to fit your project's unique needs by utilizing tools like Mantis Online to create custom LODs. While ready-made LODs may not be provided, this approach ensures optimal performance tailored to your project's specifications.

Experience the terror and awe-inspiring presence of the Skeleton Dragon in your Unity projects, brought to life with unparalleled detail and realism.



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