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Unity Asset - Modular Animal Knight PBR V1.4

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- Simple Controller Added: Easily control movement, mouse rotation, jumping, attacking, sprinting, and more, all with a
 user-friendly interface. (Built with the old input system)
- Highly Customizable: With a plethora of modular parts and weapons, customization is limitless.
- Mask Tint Shader: Customize colors effortlessly with provided shaders (Standard, URP, HDRP).
- Optimized for Mobile Games: Low poly design with 2k atlas textures for modular parts ensures smooth performance on mobile devices.
- Extensive Animation Library: Includes over 52 animations for both weapon and non-weapon settings, fully
 compatible with Mecanim Humanoid.
- Shader Options: Choose between Standard PBR, Mask Tint, URP, or HDRP shaders with 2K texture atlases.
- Polycount: Approximately 4582 tris when all parts and weapons are combined.

Animation List:

- Idle animations (2)
- Combo animations (5)
- Normal attacks (3)
- Dash animations (4)
- Defensive maneuvers (Defend, Defend Hit)
- Injury animations (Get Hit, Die, Die Recover)
- Special animations (Dizzy, Drink Potion, Interaction, Sleep, Victory)
- Jump animations (4)
- Jump Attack
- Running animations (Run, Sprint, Run Back, Roll in 4 directions)
- Slide animation
- Walking animations (Battle and Normal, 4 each)
- Ladder animations (5)
- Swim animations (2)

Dungeon Mason proudly presents the Modular Animal Knights PBR pack, perfect for game projects ranging from mobile to PC desktop. Specifically tailored for mobile RPGs, TPS, and top-down action games, these lightweight characters are sure to elevate your game development experience.





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价值评估

商业价值约 ¥6635.87万元

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