



Unity Asset - Goblin scout v1.0

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Unity Asset - Goblin scout v1.0: Introducing the Goblin Scout model, crafted for fantasy game worlds, boasting a versatile rig and modular design for seamless customization.

Rig:

- Humanoid rig for smooth animation integration.

Blend Shapes:

- Incorporates Apple blend shapes / ARKit technology for enhanced expressiveness.

Mesh:

- An utterly modular mesh design allows for easy removal or addition of any part.

Textures:

- Naked Body: 4k resolution
- Clothes: 4k resolution
- Feathers: 2k resolution
- Weapon: 2k resolution
- Outfit: 2k resolution
- Eyes: 1k resolution

Extra Bones:

- Additional bones include eyes, jaw, tongue, bags, and feathers for added realism and flexibility.

Polycount:

- Mane mesh comprises 50956 vertices, ensuring optimal performance without sacrificing detail.



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