



Unity Asset - Fantasy Monsters Animated (Megapack) v2.5

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Introducing Fantasy Monsters, our latest asset featuring over 160 animated creatures. The Megapack bundle encompasses a variety of themed packs including Village Animals, War Machines, Forest Monsters, Cave Monsters, Giant Animals, Possessed Monsters, and Inanimate Monsters. Pair it seamlessly with Hero Editor or Hero Editor 4-Directional to bring your game to life!

- Each monster comes with its own sprite atlas, ensuring seamless integration.
- With an average resolution of 1024x1024 px, the monsters boast impressive visual fidelity.
- Animated using Unity's animation system, allowing for easy modification and extension.
- Each monster includes essential animations: Idle/Ready, Walk/Run, Attack, and Death.
- Enjoy included useful scripts such as Monster.cs, LayerManager.cs, and AnchorManager.cs.
- Newly added sprite sheet export feature facilitates compatibility with other game engines.
- Quick and responsive support for any inquiries or issues.
- Comprehensive asset manual and script reference included for easy implementation.

Technical Specifications:

- Compatible with Unity 2020 and above.
- Clean C# source code with detailed comments for clarity and customization.
- Mobile-friendly design ensures performance across various devices.
- Supported on all major platforms including PC, Android, iOS, and WebGL.

Fantasy Monsters offers a comprehensive solution for game developers seeking a diverse array of animated creatures for their projects.



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