



Unity Asset - Humanoids Monsters Pack v1.1

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The **Unity Asset - Humanoids Monsters Pack** is a character pack consisting of five monsters tailored for horror-style games. Each character is accompanied by 45 animations.

How to design a monster using textures for your project?

You can use "Unity Asset - Humanoids Monsters Pack" to design your project.

The pack includes detailed information on the PBR textures used for each monster, including Albedo, AO, Metallic, and Normal maps, all sized at 4096x4096 pixels. Additionally, polygon counts are provided for each character, ranging from approximately 16,000 to 43,000 polygons, making them suitable for various game development projects.

"Unity Asset - Humanoids Monsters Pack" Samples:

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