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# Unity Asset - Monsters Ultimate Pack 03 Cute Series v1.0

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### Unity Asset - Monsters Ultimate Pack 03 Cute Series v1.0:

#### **Cute Series Burrow**

#### **Evolution form 1:**

- Cat Meow
- Polycount: 1162 triangles
- Texture size: 2048 x 2048 (512 or below in Unity)
- File format: PNG/PSD
- Maps: 1 diffuse map
- Shader: Unity's standard shader
- · Rigged & animated

### Animations (Total 25):

- Underground
- Underground to head only
- Head only
- Head only idle to idle
- Idle
- Walk forward in place
- Walk forward with root motion
- Run forward in place
- Run forward with root motion
- Jump in place
- Jump with root motion
- Turn left
- Turn right
- Head only move forward in place
- Head only move forward with root motion
- Head attack in place
- Head attack with root motion
- Idle to head only
- Idle to underground
- Underground to idle
- Projectile attack
- Slash attack
- Cast spell
- Take damage
- Die

#### **Evolution form 2:**

- Cat Lightning
- (Details similar to Evolution form 1)

### **Evolution form 3:**



sear

- Cat Bolt
- (Details similar to Evolution form 1)
- Note: The same structure and information apply to the other monsters in the Cute Series, adjusting names and details accordingly for each evolution.

# Cute Series Mole Rat:

- Polycount: 1736 triangles
- Rig: Generic mecanim rig

# **Cute Series Mole Rat King:**

- Polycount: 2154 triangles
- Rig: Generic mecanim rig



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