

Unity 3D-Models Cartoon Characters - Mega Pack v1.0

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The Unity Assets - Unity 3D-Models Cartoon Characters - Mega Pack features a set of cartoon character models designed for use as enemies in various game genres, including runners, tower defense, and RPGs.

How to use idle, walking, running, multiple attacks, and death sequences for animation design?

You can design your project using "Unity 3D-Models Cartoon Characters - Mega Pack".

Each character undergoes multiple evolutionary stages, enhancing their strength and making them suitable as progressive opponents or boss enemies. The collection includes characters like Armadillo Warrior, Blueberry Warrior, Crab Warrior, and others, each with three evolutionary forms.

Technical details of the models include features like gradient-based textures, rigging, animation, mobile and AR/VR readiness, and low poly design. Each model averages 1.8k triangles and is UV-mapped for gradient textures. Animation sets for the characters cover a range of actions, such as idle, walk, run, multiple attacks, and death sequences. This detailed and versatile collection helps developers quickly populate their games with evolving adversaries.

"Unity 3D-Models Cartoon Characters - Mega Pack" Samples:



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