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## Unity Asset - RPG Monster BUNDLE Polyart v1.0

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**Unity Asset - RPG Monster BUNDLE Polyart v1.0:** Step into the realm of RPG Monster Wave 3 PBR, where you command a legion of 30 unique monsters, each boasting distinctive designs and animations in a stylized fashion. Harness their power and unleash them into battle to challenge your foes.

These creatures come with unparalleled efficiency, as they share a single universal material adorned with a compact albedo texture (512 x 512) and an emission texture (512 x 512). This innovative approach minimizes texture memory usage, ensuring optimal performance across all platforms.

Compatibility is key, and RPG Monster Wave 3 PBR delivers full support for SRP HDRP/URP versions 12.1.12 or higher. Additionally, the inclusion of a Mask Tint Shader allows for infinite color customization, ensuring your monsters stand out in any environment.

Crafted with mobile gaming in mind, these monsters boast low poly counts ranging from 1273 to 7523 tris per character, making them ideal for mobile RPGs, TPS, and top-down action games.

Delve deeper into the technical details, and you'll discover a treasure trove of animations. Each of the 10 unique enemy monsters is equipped with a diverse array of 16 animations, ready to breathe life into your game world.

With RPG Monster Wave 3 PBR from Dungeon Mason, your game projects will reach new heights, captivating players on both mobile and PC platforms with their charm, versatility, and formidable presence.



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