Unity Asset - FurryS2: Sorceres and Archer v5.0

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Render Pipeline Compatibility:

Unity offers three render pipelines catering to different needs:

- **Built-in Render Pipeline:** Unity's default pipeline with limited customization options.
- **Universal Render Pipeline (URP):** A customizable Scriptable Render Pipeline designed for optimized graphics across various platforms.
- **High Definition Render Pipeline (HDRP):** Another Scriptable Render Pipeline enabling the creation of high-fidelity graphics on high-end platforms.

Technical Details:

- **Textures:** Approximately 20 textures.
- **Texture Dimensions:** Ranging from 2048 to 4096 pixels.
- **Polygon Count of Models:** Between 20,000 to 50,000 polygons.
- **Minimum Polygon Count:** 20,000 polygons.
- **Maximum Polygon Count:** 50,000 polygons.
- **Number of Meshes/Prefabs:** Roughly 16.
- **Rigging:** Rigging applied.
- **UV Mapping:** UV mapping utilized.
- **LOD Information:** Not provided.
- **Materials and Texture Maps:** Utilizes Physically Based Rendering (PBR) materials and texture maps.

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