



Unity asset - Spider Character Spiders Pack – Fantasy RPG v4.2

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Unity asset - Spider Character Spiders Pack – Fantasy RPG v4.2: Presenting the Spiders Pack, featuring three distinct and fully animated Spider characters. Easily resize them in the editor to create Small, Medium, and Large spiders, each uniquely designed to ensure players recognize their individuality.

These spiders come with textures that can be further customized using Substance Painter source files, allowing you to tailor them perfectly to your game's needs. Infinity PBR is a culmination of efforts from over a dozen artists striving to deliver the most versatile and highest quality assets for indie game developers. With a focus on realism, each asset is meticulously crafted to offer realistic animations and textures. Most packages include mesh morphing and elements like music, sound effects, and concept art.

Render Pipeline Compatibility: The Spiders Pack supports multiple render pipelines, including Built-in, URP, and HDRP. While textures are compatible with legacy shaders (Unity 5 and beyond), they can easily be upgraded to URP and HDRP. The pack is shipped with Built-in compatibility.

Polycount & LODs: For optimal performance, it's recommended to use tools like Mantis Online to create LODs tailored to your project/platform. While some LODs may be included, poly count requirements vary significantly across projects, making customization essential for optimal performance.



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