



Unity Asset - Dogs big pack v1.0

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Unity Asset - Dogs big pack v1.0: Introducing a highly realistic DOGS pack asset featuring 14 distinct breeds, each meticulously crafted to bring lifelike canine companionship to your Unity projects:

- Shepherd
- Husky
- Akita-Inu
- Golden Retriever
- Labrador
- Pitbull
- Toy Terrier
- Jack Russell Terrier
- Bull Terrier
- Doberman
- Corgi
- Pug
- Border Collie
- Dalmatian

These models boast impressive specifications, with 50-52 bones, 4 Levels of Detail (LODs), and 7500 - 10000 triangles for the standard version. For mobile optimization, the models feature 1800 - 2000 triangles and a texture size 512x512, ensuring smooth performance across various devices. The leading Physically Based Rendering (PBR) textures are sized at 2048x2048 for exceptional visual fidelity.

Each dog has an extensive library of 74 animations, meticulously crafted to capture the essence of canine behaviour. These animations cover various actions, including multiple attacks, idle behaviours, movement cycles, interactions (such as eating, drinking, and sleeping), hit reactions, death animations, and more. From trotting and running to swimming and jumping, each breed is brought to life with unparalleled realism.

The animations are categorized into In-Place (IP) and Root Motion (RM) variants, providing flexibility and versatility for implementing dynamic and immersive gameplay experiences. With animations for attacking, moving, resting, and interacting, these assets offer comprehensive support for various gameplay scenarios.

With this DOGS pack, you can seamlessly integrate lifelike canine companions into your Unity projects, adding depth, immersion, and realism to your virtual worlds. Whether you're creating a pet simulation game, an adventure RPG, or a virtual environment, these assets provide the perfect solution for bringing man's best friend to life in stunning detail.



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