



Unity 3D-Models Bomber Bug - Explosive Insect Monster - Fantasy RPG v4.2

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The Unity Assets - Unity 3D-Models Bomber Bug - Explosive Insect Monster - Fantasy RPG is a versatile, explosive insect designed for use in fantasy and sci-fi games, capable of both flying and walking.

How to use insects to design fantasy games?

You can design your project using "Unity 3D-Models Bomber Bug - Explosive Insect Monster - Fantasy RPG".

It is highly customizable, with each section being a sub-mesh that can be toggled on or off, allowing modifications such as removing wings, armor, pincers, or horns, and even transforming it into a four-legged bug. The package includes shaders compatible with built-in, URP, and HDRP pipelines, with specific hair shaders available for URP and HDRP. The Bomber Bug's standout feature is its self-detonation capability.

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