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Ghost character Free  
© 2023 SigmoidButton  
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Description  
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Recommended Render Pipeline : URP  
Each of the models have the number of Material is 1.  
Each of the models have the number of Textures is 2.  
Texture size 1024 x 1024 pixels.  
Texture type : BaseColor, Occlusion, Normal
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About Shader  
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```
Shader file requires "Shader Graph".  
Would you please install "Shader Graph" from Package Manager.
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```
Would you please set the appropriate texture on item of texture in surface inputs of  
the Shader file.
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About Scripts  
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```
Scripts in the package is for "DemoScene" scene only.  
It is not recommended for any other use.
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Polygon  
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```
Ghost 6096 triangles  
Block 44 triangles
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Animation  
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```

```
attack  
attack_shift  
dissolve  
idle  
run  
surprised
```

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