



Unity asset - Giant Worm Pack PBR – Fantasy RPG v4.2

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Introducing the Giant Worm, a formidable creature that emerges from the earth with its modular features and mesh morphing capabilities. Standing at an impressive 15 feet tall in its idle stance, with a length of 24 feet and a menacing mouth positioned 2 meters above the ground, it's a force to be reckoned with.

This creature is not to be underestimated, boasting powerful attacks and the ability to unleash a spray of poisonous particles from its gaping maw. While it doesn't move conventionally, it can seamlessly appear and disappear from its underground lair, ready to ambush unsuspecting foes.

The Giant Worm PBR package offers unparalleled customization options. From resizing options to various attack configurations, you can tailor this creature to suit your needs. Additionally, most packages come complete with mesh morphing capabilities, as well as a plethora of accompanying assets such as music, sound effects, and concept art.

Compatible with Unity's render pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), the Giant Worm is ready to elevate your game or project to new heights of excitement and immersion.



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