Unity Asset - Skeleton Mega Pack v1.1

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The Unity Asset - Skeleton Mega Pack is a Built-in Render Pipeline and is Unity's default, general-purpose render pipeline with limited customization options.

How to use walk, run, and attack tools to design your project?

You can design your project using "Unity Asset - Skeleton Mega Pack".

The Universal Render Pipeline (URP) is a customizable Scriptable Render Pipeline designed for optimized graphics across diverse platforms.

"Unity Asset - Skeleton Mega Pack" Samples:

The High Definition Render Pipeline (HDRP) is another Scriptable Render Pipeline aimed at producing high-fidelity graphics on high-end platforms. This pack includes 6 skeleton variations, each with basic animations like walking, running, attacking, taking damage, and dying, with some models offering multiple skins.

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