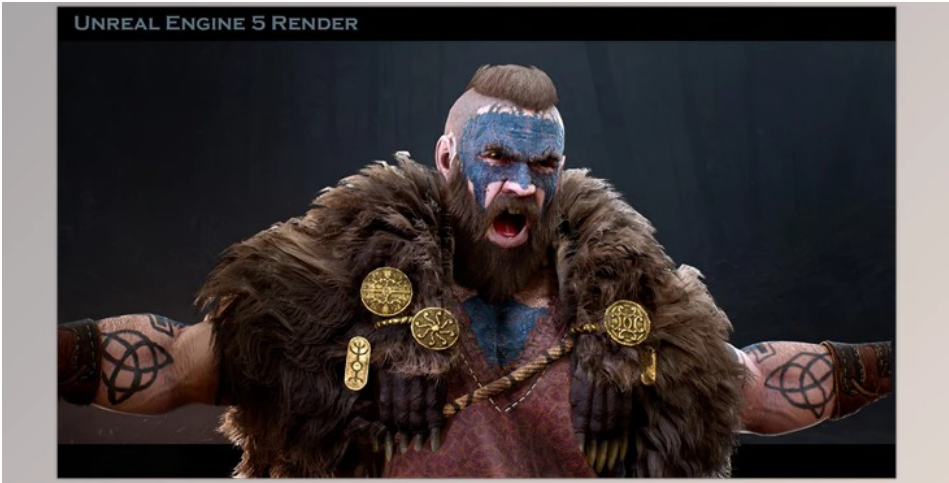




Unreal Engine - Characters Druid WereWolf (Engine version 4.22-4.27, 5.0-5.2)

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Unreal Engine - Characters Druid WereWolf (Engine version 4.22-4.27, 5.0-5.2): The highly detailed Hermit Druid character possesses flexible, customizable materials and many individual module parts, reflecting a strong, tough, wild hermit. As a druid with magical powers and a knife, he wears the skin of a defeated giant ogre bear, adorned with ritual tattoos and battle paint to terrify his enemies.

All characters, including this one, deviate from the standard epic skeleton proportions, which may lead to animation challenges such as hands not accurately picking up weapons, necessitating additional animation fixes. The visualization of this character was done in Unreal Engine 4.27 and 5.0 using Lumen technology; however, rendering results in other versions with different settings may vary.

The character has 7 sets of finished characters with different variations, composed of 36 individual pieces that can be assembled into various configurations. Customizable materials add variety, allowing customization and removal of tattoos and combat coloring with just one click. The skirt and headband move based on the physical model, and there are facial expressions and eye movements using target morphs. There are no additional bones.

Technical details include the following: Rigged: Yes; Rigged to Epic skeleton: Yes; IK bones included if rigged to the Epic skeleton: Yes; Number of characters: 7; Vertex counts of characters: Max: 108,327 vertices (MeshF), Min: 23,671 vertices (MeshA), Mid: 83,970 vertices (MeshE); Number of Materials and Material Instances: Materials: 7, Material Instances: 14; Number of Textures: 61.



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