



Unreal Engine - Monster_Beetle_Pack 4.18

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Unreal Engine - Monster_Beetle_Pack 4.18: This package includes a collection of monsters gathered from various separate assets, ideal for adding bugs to your game.

Here's a brief description of each model included:

- **Bloodthirsty Beetle**
 - Contains 9 animations
 - One UV map (4096x4096)
 - Faces: 5876
 - Vertices: 5919
 - Triangles: 10890
- **Flying Bug 2**
 - Contains 20 animations
 - One UV map (4096x4096)
 - Faces: 7172
 - Vertices: 6872
 - Triangles: 13268
- **Flying Bug 3**
 - Contains 21 animations
 - One UV map (4096x4096)
 - Faces: 6860
 - Vertices: 6371
 - Triangles: 12086
- **Flying Bug 5**
 - Contains 19 animations
 - One UV map (4096x4096)
 - Faces: 8909
 - Vertices: 8259
 - Triangles: 15894
- **Hell Dog Remaster**
 - Contains 14 animations
 - One UV map (4096x4096)
 - Faces: 8977
 - Vertices: 8756
 - Triangles: 16522
- **Nightmare Bug 2**
 - Contains 15 animations
 - One UV map (4096x4096)
 - Faces: 14070
 - Vertices: 13882
 - Triangles: 25542
- **Flying Beetle 6**
 - Contains 16 animations
 - One UV map (4096x4096)
 - Faces: 7521
 - Vertices: 7501



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标签

- Unreal Engine Other
- 平面设计

- Triangles: 14478

Technical Details:

- Rigged: Yes
- Rigged to Epic skeleton: No
- Animated: Yes
- Animation types: In place
- Number of characters: 7
- Texture Resolutions: 4096x4096
- Supported Development Platforms: Windows, Mac



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