



Unreal engine - Characters Modular Characters MegaPack (Engine version 4.16-4.27, 5.0-5.3)

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Unreal engine - Characters Modular Characters MegaPack: The Modular Characters MEGApack is a comprehensive collection featuring 47 fully assembled characters, 107 customizable materials, and 70 body parts designed to elevate the realism and quality of your project. It includes three distinct character sets: Detective and Casual Cloth Pack, Modular Private Military Contractor, and Modular Soldier. Each set comprises a naked body and a range of attire options, such as police, military, and casual clothing, all complemented by high-quality PBR materials for customization.

This pack integrates into third-person game projects, offering compatibility with Epic's skeleton and animations for a smooth experience. The characters are rigged and optimized for the Epic skeleton, ensuring ease of use and compatibility with existing animation systems. With a focus on realism, the characters boast vertex counts ranging from 10,351 to 20,000 and high-resolution texture resolutions of 4096 and 2048.

In addition to the characters, the pack includes a variety of animations to bring them to life, with 8 animations provided. Tested on Windows platforms, the Modular Characters MEGApack is ready for implementation in your project, offering a versatile solution for enhancing your game's visuals and immersion. While documentation is not included, the pack provides a comprehensive toolkit for developers seeking to elevate their game's character design and customization options.



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