



Unreal engine - Cosmo Bunny Girl v4.27

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Create a charming 3D model of a Cosmo Bunny Girl, featuring a delightful design. The model should be rigged to the Epic Skeleton with extra bones included, along with Apple blendshapes. Additionally, provide a fully modular body, complete with clothing options. Implement wind simulation for dynamic hair movement, adding to the overall charm and appeal of the character.

- Low-poly Design
- Fully Rigged with UE4 Mannequin Skeleton
- Includes Apple Blendshapes for Expressive Facial Animation
- Easy Color Customization

Polycount:

Cosmo Bunny Girl:

- Faces: 40076
- Tris: 76694
- Verts: 44783

Rig:

The rig is based on the UE4 Mannequin skeleton, maintaining the main bones hierarchy for straightforward retargeting. Additional bones allow for physics application to various parts. Rigged in Maya without plugins and lacks controls. The base pose differs from the Epic Skeleton, necessitating minor adjustments for optimal retargeting results. Additional bones include breast_l/r, dress_front_01-02_l/r, dress_side_01-02_l/r, dress_back_01-02_l/r, hair_twintails_01-05_l/r, hair_twintails_bangs_01-03_l/r.

Tested with various animations including ALSv4, 3rd person standard animations, Female Interactions Animations, Mocap Library, ARLS + Horse Animset, Succubus AnimSet, Valley of the Ancient, Close Combat: Swordsman, and Lyra Starter Game.

Blendshapes:

52 Apple Blendshapes finely tuned for facial expression, tested with Live Link Face in Unreal Engine 5. Suitable for Live Stream facial animations, LiveLinkFace, FaceWare, Facial Mocap, VTuber Avatar, VRchat, MMD, etc.

Different Outfits and Modularity:

Fully modular model allowing seamless removal or addition of any part.



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