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Unreal engine - Robot v5.0

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平面设计

Unreal engine - Robot v5.0: The Sci-Fi Robot model offers a low-poly design, ideal for seamless integration into various projects while maintaining optimal performance. Its compatibility with the Epic skeleton ensures access to numerous animations, enhancing versatility and ease of use. The custom material allows for effortless customization, enabling users to set any color for different model parts.

With its combination of optimized performance, customization options, and compatibility with Unreal Engine 4, the Sci-Fi Robot model offers a versatile solution for developers seeking to incorporate futuristic robot characters into their projects.

- Efficient optimization for placing multiple models in a scene without significant performance impact.
- Customizable material with 16 alpha masks for extensive customization options.
- Includes 20 camouflage textures, 4 normal maps, and 4 ORM maps for added visual detail.
- It was rigged to the Epic skeleton, facilitating seamless integration with Unreal Engine 4 projects.
- IK bones are included for enhanced rigging functionality.
- They are not animated, allowing users to apply their animations or behaviors.
- Number of characters: 1
- Polygon count: 29,476 triangles
- Vertex count: 14,959
- Number of Materials and Material Instances: 4
- Number of Textures: 48
- Texture Resolutions: 4096x4096

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