



Unreal Engine - Modular Skeleton (Engine version 4.24- 4.27, 5.0)

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Unreal Engine - Modular Skeleton: Introducing the Modular Skeleton Armour Set, a versatile collection designed to outfit your skeletal army in style. Now updated to the new UE5 Mannequin rig structure while still retaining compatibility with UE4 Mannequin meshes for existing users.

Dive into a world of skeletal customization with our extensive range of costume samples. From hats to hair, heads to shoes, mix and match to create the perfect ensemble for your undead warriors. Whether you need casters, assassins, melee fighters, or ranged combatants, we've got you covered.

- Multiple SK items: Basic groups including hats, hairs, heads, upper-body, and shoes for endless mix-and-match possibilities.
- Basic costume set design featuring pants, hats, chest bases with variations, bracers, and skeleton dresses.
- The equipment utilizes a master material and mask texture for detailed visual customization.
- Weapons included for casters and melee fighters.
- Skinned to the UE4 skeleton with main- and off-hand pivots aligned for seamless integration with other asset packs.
- Easy integration into our Character Editor base system for further customization.
- Polycount ranges from 20k to 35k for a full costume, including all gear options.



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