Unreal Engine - Military Trailer - M100 (Engine version 4.25- 4.27, 5.0- 5.1)

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Unreal Engine - Military Trailer - M100: The M100 military trailer offers a hitchable blueprint demonstration, skeleton, and physics asset, allowing you to integrate functional trailers into your game quickly. This trailer allows the brake lights to be controlled using the emissive strength property on the material instance. This package includes 1 trailer model with emissive controls, 1 texture variation, and a hitchable blueprint demo. Realistic physics assets and behaviors are provided, enabling player interaction and functionality when attached to a vehicle. The pack also includes 1 showcase map and 1 hitchable demo map.

- BP_Trailer_Hitchable
- 2 Skeletal Meshes (Stand down, stand up variations)
- LOD0 - 34,000 (Auto-generated LODs)
- 2 Physics Assets (Stand down, stand up variations)

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