



### Unreal engine - Ultimate Character Customization v5.3

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Introducing Ultimate Character Customization, a versatile solution empowering users to craft diverse characters with ease. This modular system accommodates both modular and single-mesh character designs, offering extensive options for player customization. Incorporate various features such as Morph Targets and Material Parameters (Texture, Scalar, Color), all seamlessly generated through procedural widget creation based on your specified data table.

- **Global Unique Identifiers (GUIDs):** Each customization option is assigned a unique identifier, allowing for precise tracking and storage of selected choices.
- **Slot-Based Save & Load System:** The system includes a flexible slot-based Save & Load mechanism, enabling dynamic runtime adjustments such as addition, removal, or renaming of slots.
- **Gender Diversity:** Accommodate multiple genders or expand for diverse character classes, ensuring that each setup retains its distinct data.
- **Control Rig for Bone Transformation:** Utilize the control rig provided to transform and modify bones, as showcased in the accompanying video/screenshots. Note that additional meshes should be meticulously weight-painted for seamless integration.
- **Procedurally Generated Widgets:** The system dynamically generates widgets based on the data table, streamlining the user interface for effortless customization.
- **Groom Asset Support:** Benefit from compatibility with groom assets, enhancing the character's visual appeal and customization options.
- **Multiple Mesh Slots:** Incorporate multiple mesh slots for intricate character designs, providing a high degree of flexibility in composition.
- **Material Parameters and Morph Targets:** Fine-tune character aesthetics with Material Parameters and Morph Targets, enabling detailed adjustments to textures, scalars, and colors.
- **Completely Dynamic Camera:** Enjoy a fully dynamic camera system, enhancing the overall user experience and allowing for immersive character inspection.

This comprehensive asset is designed to empower developers in creating a wide array of characters, offering a user-friendly yet robust solution for character customization in game development or virtual environments.



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