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## Unreal Engine - Characters Knight Errant (Engine Version 4.22 - 4.27, 5.0 - 5.2)

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Unreal Engine - Characters Knight Errant (Engine Version 4.22 - 4.27, 5.0 - 5.2)

**Unreal Engine - Characters Knight Errant (Engine Version 4.22 - 4.27, 5.0 - 5.2):** Introducing a highly detailed heavy knight character with flexible settings for materials and parts. This knight is designed for use in games, boasting 10 sets of ready-made characters with various customizable options. With a total of 61 individual parts, you can mix and match to create your unique variations.

The character is meticulously crafted, featuring customizable materials to adjust color shades according to your preferences. Its heavy plate armor exudes the essence of a knight errant, making it suitable for both enemy and main character roles in your game.

In terms of technical specifications, the model is rigged to the Epic skeleton, ensuring compatibility with various animation systems. IK bones are included for smoother animation, although some adjustments may be necessary due to the character's unique proportions.

While the model isn't animated, it does feature facial expressions and eye movements using target morphs, adding depth to its character. Additionally, the absence of extra bones means some compromises had to be made, such as abandoning physics for the scabbard. However, a morph target has been added to prevent clipping issues during movement.

Rendered in Unreal Engine 5.0 using Lumen technology, the character showcases impressive visual fidelity. Keep in mind that the rendering results may vary in other versions or with different settings.

With a polygon count of 100,000 triangles and 67,000 vertices, this knight character strikes a balance between detail and performance. The textures range from 1024 to 4096 resolution, ensuring high-quality visuals.





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