



Unreal engine - Sword sheath AnimSet v4.27

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Unreal engine - Sword sheath AnimSet v4.27: Introducing the Sword Sheath AnimSet, a comprehensive collection featuring over 97 meticulously crafted animations designed to bring dynamic swordplay to your game characters. This AnimSet includes a wide range of animations covering various combat actions and movements essential for creating immersive gameplay experiences.

Key animations include attacks, combos, rolls, avoidance manoeuvres, deaths, defences hits, idles, jumps, movements, rises, stuns, and equipment transitions. With dynamic skill animations and combo sequences, developers can create engaging combat systems with fluid and responsive character movements.

The main character is equipped with an Oriental sword, and all animations are hand-crafted to ensure high quality and realism. Rigged to the Epic Skeleton and scaled accordingly, these animations are ready for integration into your game projects. Compatible with Windows platforms and supported on Unreal Engine versions 4.18 and above, this AnimSet provides developers with the tools needed to enhance their game characters' combat capabilities.



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