



Unreal Engine - Characters Low Poly - Soldiers (Engine version 4.24-4.27, 5.0-5.3)

2025-02-10 16:44:47

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Unreal Engine - Characters Low Poly - Soldiers: The Low Poly Soldier pack offers a versatile selection of 12 base soldier models, each rigged to the Epic mannequin skeleton for seamless integration into your project. Additionally, it includes 10 prefab soldiers for quick deployment. This pack goes beyond the base models by providing 9 military vest prefabs and various static mesh add-ons, allowing for extensive customization.

With a focus on simplicity and efficiency, the pack features default third-person animations, ensuring compatibility with standard animation systems. The soldiers come with three different types of camouflage (Desert, Forest, and Night) and three skin tone materials, providing visual variety for your game.

Regarding technical details, all soldiers are rigged to the Epic skeleton, including IK bones, for enhanced realism. The pack includes a total of 12 materials and material instances, along with 6 textures at resolutions of 1024 x 1024 and 1300 x 1300, optimized for performance without compromising on visual quality.

Whether you're creating a military-themed game or need diverse character options for your project, the Low Poly Soldier pack offers a convenient solution with its range of customizable assets and easy integration into your existing workflow.



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