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## Unreal engine - Armored Beetle Pack v5.0

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**Unreal engine - Armored Beetle Pack v5.0:** The project presents two rigs: one designed for UE4 and the other tailored for UE5, utilizing the Manny Quinn skeleton. For user convenience, animations have been duplicated for both skeleton types. Alongside, the project incorporates four distinct textures and a rich assortment of animations catering to various assets. These animations cover actions such as attacks, idling, blocking, deaths, running, walking, and more, enhancing the versatility of the project.

Rigged to the Epic skeleton, complete with IK bones, the assets ensure seamless integration into Unreal Engine environments. Furthermore, supplementary bones like unrealswordL\_L, unrealswordR\_R, and unrealrifle2\_R are included, expanding the rigging possibilities. With 47 animations spanning different categories, the project offers ample variety for character movements and interactions.

Featuring one character with a vertex count of 20,325, the project maintains an optimal balance between detail and performance. Moreover, it includes 13 materials and material instances alongside 39 textures, each specified with its respective resolution. These textures cover various elements, such as the body, head, rifle, and sword, ensuring high-quality visual fidelity across the assets.



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