



Unreal Engine - Big Stone Monster (Engine version 4.27, 5.0- 5.2)

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Unreal Engine - Big Stone Monster:

Introducing the stylized stone giant model, meticulously crafted with attention to detail. Customize your giant with the option to enable moss on stones using material instance parameters.

- Rigged: Yes
- Rigged to Epic skeleton: No (Control Rig included)
- Animated: Yes
- Number of Animations: 19
- Animation types: In-place
- Number of characters: 1
- Vertex count of characters: 27,519
- Number of Materials and Material Instances:
 - Materials: 5
 - Material instances: 3
- Number of Textures: 20
- Texture Resolutions: 2048x2048, 1024x1024

Supported Development Platforms:

- Windows: Yes
- Mac: Yes



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