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Unreal Engine - Characters SciFi Troopers Set (Engine version 4.26-4.27, 5.0-5.2)

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Unreal Engine - Characters SciFi Troopers Set (Engine version 4.26-4.27, 5.0-5.2): Introducing the modular Sci-Fi Trooper set, complete with accessories, weapons, hairstyles, and stylized heads. This comprehensive set includes male and female MetaHuman versions and versions compatible with the skeleton of the Manny and Quinn UE5/Lyra mannequins.

- Modular Design: Built on the Epic skeleton (compatible with both UE4 and UE5), featuring male and female
 MetaHumans (tall, normal weight), as well as Lyra Manny and Quinn skeletons (male, female, and a custom buff male),
 and the characters and items from the PO-Art "Stylized Males and Females" bundles.
- Armor Set: A modular armor set, helmets, accessories, and heads with a set of facial shapes.
- Direct Compatibility: Directly compatible with Lyra without the need for retargeting.
- Hair Options: Hair options with a maximum of 3666 tris.
- Helmet Options: Helmet options with a maximum of 4004 tris.
- Texture Sizes: All textures are 2048x2048. All items are colorizable with either ID mask tinting of a greyscale base or full texture swaps.
- Scaled to Epic Skeleton: Yes
- Rigged: Yes
- Rigged to Epic Skeleton: Yes (UE4, UE5 Lyra, UE5 MetaHuman)
- Animated: No (comes with a set of example poses, a custom run animation, and duplicates from the free Epic Firearms
 example pack)
- Number of Characters: Modular (armor parts, shoulder pads, body variants, heads, hairstyles, helmet styles, props, and weapons)
- Target Platforms: All



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