



Unreal Engine - Animations Knight Zweihander v5.1

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This package offers a comprehensive collection of 200 combat animations specifically tailored for Zweihander weapons. These animations are meticulously crafted with attention to detail, ensuring realism and immersion in your project. Additionally, simple Zweihander mesh models are included for convenience.

Technical Details:

To ensure seamless integration, please attach the weapon model with the "Weapon_" and reset the location and rotation to zero.

- Scaled to Epic skeleton: Yes
- Rigged: Yes
- Rigged to Epic skeleton: Yes (Modified version)
- Animated: Yes
- Number of Animations: 195+ (In-place), 195+ (Root Motion)
- Animation types: Supports both In-place and Root Motion
- Supported Development Platforms: All
- Supported Target Build Platforms: All

These assets are designed to streamline development and enhance the quality of your project, offering versatility and ease of use across various platforms.



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