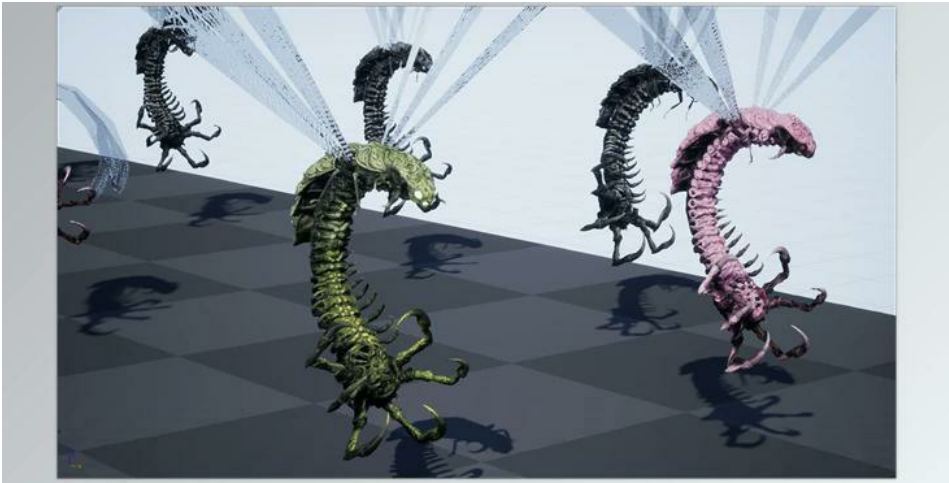




Unreal Engine - Characters Flying Bug 7 (Engine version 4.18-4.27, 5.0-5.2)

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Unreal Engine - Characters Flying Bug 7 (Engine version 4.18-4.27, 5.0-5.2): The low-poly fly mutant model designed for your game incorporates a shader enabling a two-sided display of polygons. The model includes 23 animations: six for attack, four for flying, two for strafing left and right, four for idle, three for death, and three for being hit, along with one each for flying up, rotation, and spitting poison. It consists of 17,080 faces, 16,044 vertices, and 31,670 triangles.



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