

Unreal Engine - Dystopia Soldier (Engine version v4.18 -4.27, 5.0 -5.2)

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Unreal Engine - Dystopia Soldier: Introducing a great dieselpunk character that will perfectly complement your project. This character is rigged to the Epic skeleton, with two rigs available for UE4 and UE5. Although not animated, it comes with three animations: one Root Motion and two In-place animations. The character has a vertex count 56,329, while the weapon has 16,061 vertices. There are three materials and material instances included, along with 13 textures.

The texture resolutions are as follows: Body (Normals, AO, Albedo, Metallic) at 4096x4096, Details (Normals, AO, Albedo, Metallic, Emissive) at 4096x4096, and Weapon (Normals, AO, Albedo, Metallic) at 4096x4096. This character is an excellent addition to any project, offering a detailed and versatile option for your game or animation needs.



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