



Unreal Engine - Martial Arts Pro (Engine version 4.27, 5.0, 5.3)

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Unreal Engine - Martial Arts Pro: Enhance your game characters with this extensive collection of over 111 high-quality unarmed combat animations, all compatible with any humanoid character in Unreal Engine 4. The set includes standing movement, punches, kicks, hits, knockouts, blocks, and dodges. Each animation is provided in two versions, offering flexibility for your project. The animations are scaled to the Epic skeleton, rigged, and come in both Root Motion and In-place versions. Compatible with Unreal Engine versions 5.2, 5.1, 5.0, 4.27, 4.26, and 4.25, these animations are perfect for action-packed games, combat simulations, and more. Upgrade your game effortlessly with this comprehensive set of animations.

- Over 111 unarmed combat animations in FBX format
- Baked on UE4 standard skeleton, compatible with any humanoid character
- Includes standing movement, punches, kicks, hits, knockouts, blocks, and dodges
- Scaled to Epic skeleton
- Rigged and rigged to Epic skeleton
- Available in two versions



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