



Unreal Engine - Realistic 3D Pigeon & Animations Pack v5.3

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Unreal Engine - Realistic 3D Pigeon & Animations Pack v5.3:

Presenting a comprehensive package of AAA-quality pigeon animations and 3D model, tailored for cinematic, architectural visualization, and gaming projects. This meticulously crafted collection includes everything illustrated, with assets designed for realism within feasible budgets.

Included are high-fidelity 3D pigeon meshes with rigging and seven meticulously crafted animations, each rooted in motion for seamless integration. The package encompasses a rooftop environment scene, specially crafted assets, and a sequencer camera setup for dynamic video rendering.

Ideal for educational purposes, the pack offers insights into implementing similar projects, featuring a simple Blueprint for random pigeon movement, feeding, and idle animations. While flying, takeoff, and landing animations are excluded from the Blueprint logic, it provides control over flock size, adding a captivating touch to presentations.

The Global Master Material and its instances facilitate color variation, enriching the visual diversity of the pigeons. Random color variation within the Blueprint flock ensures each pigeon boasts a unique appearance.

- Rigged: Yes
- Animated: Yes
- Number of Animations: 7
- Animation Types: Root Motion
- Number of Characters: 1
- Vertex Counts: LOD0: 13,418; LOD1: 11,318; LOD2: 7,884; LOD3: 5,971; LOD4: 2,367; LOD5: 1,479; LOD6: 788
- Materials and Instances: 1 Master Material, 7 Material Instances
- Number of Textures: 5
- Texture Resolutions: 4K

Supported Development Platforms:

- Windows: Yes

This meticulously crafted package offers a holistic solution for achieving realistic pigeon animations and enriching visual experiences across various projects.



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