Unreal engine - Military Droid Hex v5.0

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Unreal engine - Military Droid Hex v5.0:

Introducing the "Hex" class droid, a cutting-edge military heavy armored unit, fully animated and ready to seamlessly integrate into your project. This versatile low-poly game-ready model features a unique cyberpunk/sci-fi concept and can be used with or without its weapon, offering flexibility for various scenarios.

Model Overview:

- Unique cyberpunk/sci-fi concept character
- Good optimized low-poly game-ready model
- 5 body materials and 5 weapon materials
- Video preview available

Animations (31 Total):

- Idle (x5) - Gunfire, take/put away gun included
- Walk forward (x5) - Gunfire, take/put away gun included
- Walk backward (x5) - Gunfire, take/put away gun included
- Walk strafe L (x2)
- Walk strafe R (x2)
- Run (x2)
- Jump (x2)
- Get Damage (x4)
- Death (x4)

Technical Details:

- Rigged: Yes
- Rigged to Epic skeleton: Yes
- IK bones included when rigged to the Epic skeleton: Yes
- Animated: Yes
- Number of Animations: 31
- Animation Types: Root Motion (6), In-place (25)
- Number of characters: 1
- Vertex Counts of Characters: 29,105 (Body 25,528), (Weapon 3,577)
- Poly Counts of Character: 27,989 (Body 24,822), (Weapon 3,167)
- Number of Materials and Material Instances: 3 Materials + 15 Instances
- Number of Textures: 75
- Texture Resolutions: 4096x4096; 2048x2048

Supported Development Platforms:

- Windows: Yes
- Mac: Yes

This animated and armed droid is designed for a seamless integration into your project, offering a range of animations and optimized features. The model is rigged to the Epic skeleton, including IK bones, and comes with high-resolution textures to enhance its visual appeal. Compatible with both Windows and Mac platforms, this "Hex" class droid is ready to elevate your game development experience.

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