



Unreal Engine - Fantasy Giant's - Modular Male with Randomization (Engine version 4.25-4.27- 5.1)

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Unreal Engine - Fantasy Giant's - Modular Male with Randomization: These modular giants include albedo-masked paint layers and various outfits and accessories, allowing you to spawn hundreds of unique variations dynamically in your game! Measuring in at a height of 3.4m, these behemoths are rigged and ready for your game, fully compatible with the UE4 mannequin skeleton. The giant includes multiple beard and hair variations, three unique outfits, accessories, and weapon props.

Levels & Blueprints:

- **BP_Character_Randomizer:** Class-based outfit randomizer with seed-based randomization, allowing you to reuse preferences as you please or to dynamically spawn unique giants during runtime.
 - **Custom Third-Person Map:** A custom third-person example map includes cinematic post-processing and lighting. This is built from the third-person example.
 - **Overview Map:** This map contains all the unique skeletal meshes in this pack.
- High-Quality AAA Hero Character
 - Digital Human Pipeline - High-Quality Refractive Eyes, Detail Mapped Skin with Layered Subsurface Scattering and Roughness Variations
 - 4k Textures
 - High-detail hair, including custom textures for directional, root, depth, etc., hair properties
 - Static and skeletal mesh accessories



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