



Unreal engine - The Sabertooth v5.1

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Unreal engine - The Sabertooth v5.1: Introducing the Sabertooth, a meticulously crafted model designed for many applications, including movies, scientific documentaries, animated illustrations, and cinematic projects. The Sabertooth delivers unparalleled visual fidelity with its realistic Physically Based Rendering (PBR) textures, featuring resolutions up to 4K for Color, Normals, and Roughness. This model boasts custom full-body Groom fur, meticulously tailored to enhance its lifelike appearance.

Available in four distinct color pattern variations – brown, clouded, striped, and melanistic – each Sabertooth version is optimized for real-time applications and high-quality cinematic renders. Rigged and animated, this formidable creature comes to life with 16 animations, including attacks, movement cycles, and idle behaviors, all meticulously crafted for seamless integration into any project.

With multiple LODs (Level of Detail) and a versatile material setup comprising 16 materials and 15 textures, the Sabertooth offers flexibility and performance optimization for various platforms and development environments. Whether creating an immersive gaming experience, a captivating film scene, or an educational documentary, the Sabertooth stands ready to elevate your project to new heights of realism and engagement.



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