Unreal Engine - Characters Goblin warrior. Modular (Engine version 4.27, 5.0-5.2)

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Unreal Engine - Characters Goblin warrior. Modular (Engine version 4.27, 5.0-5.2): The "Goblin Warrior" model includes six armor sets, four weapons, and three shields, all modular. An update has been added, allowing the model to use the Epic skeleton, enabling the use of custom animations.

Technical details include: Rigged: Yes; Rigged to Epic skeleton: Yes; IK bones included if rigged to the Epic skeleton: Yes; Animated: Yes. The model contains 16 in-place animations. There are six characters in total, with vertex counts ranging from 3126. There are 34 materials and material instances and 102 textures, with texture resolutions of 4096x4096 and 2048x2048.

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