Unity 3D-Models Characters 2 01 v1.0
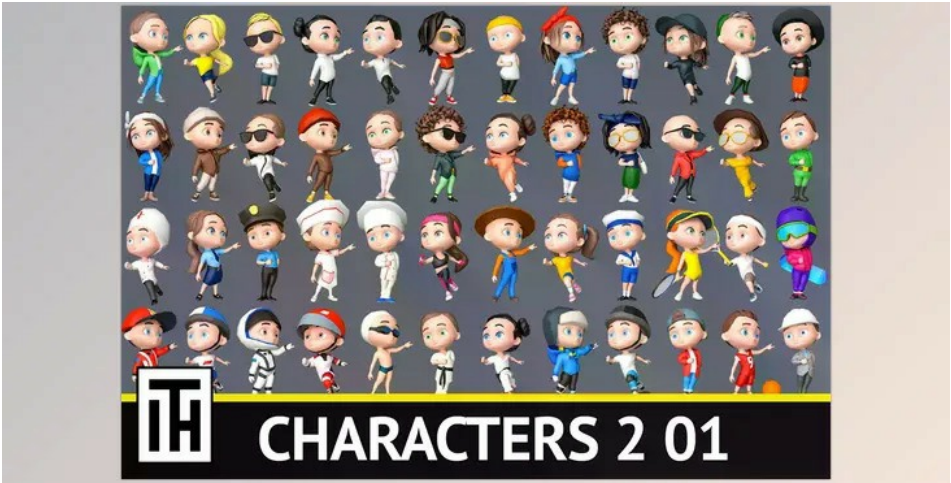
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The Unity 3D-Models Characters 2 includes 26 men and 29 girls optimized for game engines, suitable for games, VR/AR, advertising, and marketing.

How to design your project using different characters?

You can design your project using "Unity 3D-Models Characters 2".

Key features include easy color changes via UV maps, logically placed pivots, and logically named models.

The geometry consists of 62 unique assets with a total of 231k triangles. Character types include regular, classy, sportsmen, various professionals, and more, each with specific categories like runners, doctors, and cosmonauts. The models are compatible with Mixamo, providing access to numerous pre-made animations such as idle, run, and walk, all of which loop. Models are real-world-sized, and use a single material and one 1024px texture color palette.

"Unity 3D-Models Characters 2" Samples:

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