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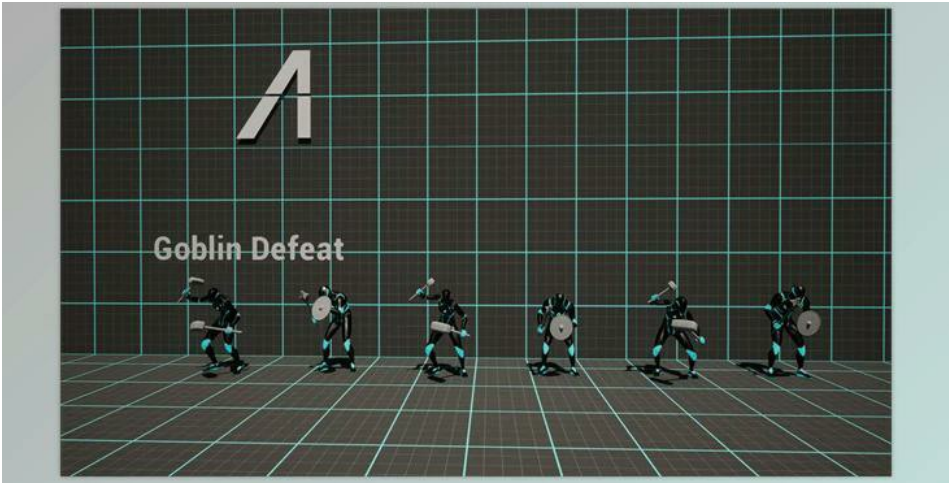
Unreal Engine

Unreal Engine - Minions and Monsters: Goblin Pack: Introducing AAA Motion's latest animation pack: Minions and Monsters: Goblins! This pack offers 29 characterful goblin motion capture animations tailored for action adventure RPGs and dungeon crawlers. Be sure to keep an eye out for our upcoming animation packs! Please let us know if you have any suggestions for packs you'd like to see added.

- Idles and Idle Alerts
- Defeat Animations
- Fight Animations
- Hit Reacts
- Taunts
- Walks (with and without root motion)
- Runs (with and without root motion)
- Group Chat (Group Idle and Idle Alert)
- Includes Base files and Epic Skeleton files
- Offers both Root Motion and Place Motion
- Professionally animated and looped where applicable
- Retargeted to UE5 Mannequin

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