



Unreal Engine - Cybernetic Arms v5.0

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Unreal Engine - Cybernetic Arms v5.0: The AAA FPS Character Arms pack delivers highly detailed robotic arms designed for cyberpunk and sci-fi-themed first-person projects. With 4K physically-based rendering (PBR) textures, these arms offer stunning visual fidelity and realism.

Featuring a sleek cybernetic design, these arms are perfect for futuristic settings. They seamlessly support animation retargeting from and to the Epic skeleton, making integration into Unreal Engine projects effortless.

The pack includes two material variations, black and white, allowing customization to suit different aesthetic preferences or game environments. The material parameters are also fully customizable, offering control over color, metallic properties, and emissive effects for different arm parts.

The pack includes keyframe animations for both A pose and T pose, providing flexibility for animation workflows and ensuring compatibility with various rigging setups. Developers can create immersive and visually striking first-person experiences in cyberpunk and sci-fi universes with these versatile assets.



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