Unreal engine - Mega body and bones parts with skulls collection vol.3 (Engine version 4.20 - 4.27 - 5.0)

2025-02-10 17:01:12　label 我要反馈　下载页面

Unreal engine - Mega body and bones parts with skulls collection vol.3:

This comprehensive project encompasses all assets required for creating immersive horror RPG or shooter games within the Unreal Engine.

It includes meticulously crafted elements, such as:

- Rigged body parts for dynamic character animations.
- Complete human skeleton with individual bones for ease of use.
- Animal bones and skulls for added realism and variety.
- Flesh and gore heaps to enhance the horror atmosphere.
- Bonus: Four tri-planar materials for versatile use.

- 81 distinct meshes designed for AAA quality visuals.
- High-resolution texture sets, exceeding 4K for maximum detail.
- Enhanced control over roughness with additional settings.
- Channel-packed textures for roughness, metalness, and ambient occlusion.
- Realistic post-processing effects and customizable Look Up Table (LUT).
- Optimization tailored for seamless integration into games.
- Legal compliance ensured with all branding removed.
- Detailed models with comprehensive detailing from all angles.
- Four tile materials featuring unique textures for walls, floors, and more.
- Fully rigged male and female anatomy bodies with separated bones.
- Seven unique animal skulls and thirteen distinct animal bones for diverse environmental elements.

去下载

标签

3D-Models　　平面设计

Unreal Engine

产品数量
已有 42647个

付费会员
已有 1676位

价值评估
商业价值约 ￥6635.87万元

下载数量
已下载 222908次