Unreal Engine - Giganotosaurus v5.0

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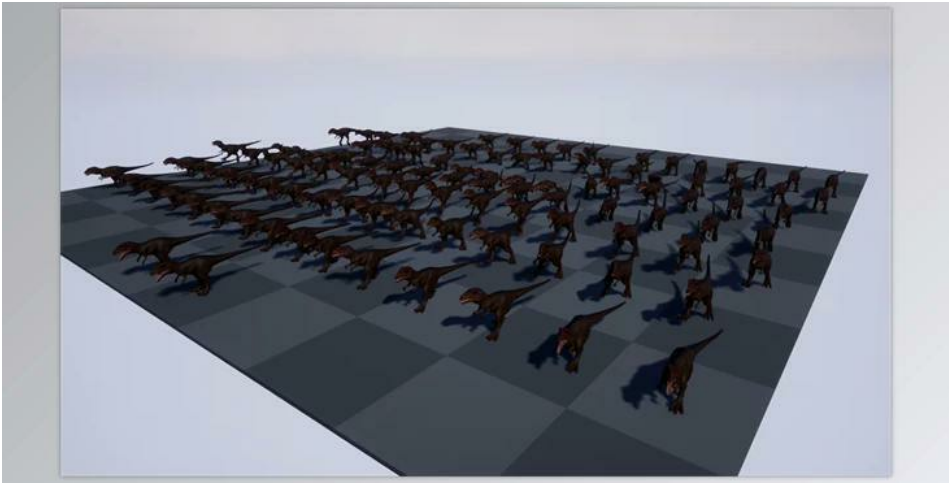
Unreal Engine - Giganotosaurus v5.0:

Introducing the Giganotosaurus Asset, featuring a highly detailed model with four levels of detail (LOD):

- LOD0: 26,500 tris
- LOD1: 17,700 tris
- LOD2: 10,700 tris
- LOD3: 6,000 tris

This asset includes diffuse, normal, and metallic/smoothness maps, all at a resolution of 2048x2048. The model boasts a realistic design and is complemented by 105 meticulously crafted animations, categorized into In-Place (IP) and Root Motion (RM) types.

Animations cover a wide range of behaviors, such as attack variations, death sequences, eating, roaring, picking up food, drinking, hitting, idling, jumping, lying down, sleeping, sitting, trotting, running, walking, swimming, and turning. The animations are thoughtfully divided into specific actions, ensuring a seamless and dynamic experience for your project.

- Realistic Giganotosaurus model with PBR textures and 105 animations (RM/IP)
- Rigged: Yes
- Rigged to Epic skeleton: No
- Animated: Yes
- Number of Animations: 105 (30 Root Motion, 75 In-Place)
- Number of Characters: 2
- Vertex Counts: 13,710 and 3,257
- Number of Materials and Material Instances: 2
- Number of Textures: 3, including resolutions of 2048x2048 and 512x512

Immerse your project in the world of the Giganotosaurus with this comprehensive asset, offering high-quality visuals and a diverse range of animations for a captivating user experience.

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