Unreal Engine - Ciber Girl v4.23

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This character is tailored for space-themed games or cyberpunk settings, boasting high-resolution textures that allow for detailed close-ups in first-person action and RPG genres. The skeleton has been revamped to adhere to UE4 standards and comes in two variations: one with video textures and one without.

- Rigged: Yes
- Rigged to Epic skeleton: Yes
- IK bones included if rigged to Epic skeleton: Yes
- Animated: Yes
- Number of Animations: 11 (In-place)
- Number of Characters: 2
- Vertex Count per Character: 10,153
- Number of Materials and Material Instances: 28 materials and 28 material instances
- Number of Textures: 68

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