



Unreal Engine - Characters Goblin Mage (Engine version 4.27, 5.0-5.2)

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Unreal Engine - Characters Goblin Mage (Engine version 4.27, 5.0-5.2): The "Goblin_Mage" low-poly model features three variants of textures, with the entire body kit being removable and changeable at your discretion. The model incorporates a fabric simulation.

Technical details include: Rigged: Yes; Rigged to Epic skeleton: Yes; IK bones included if rigged to the Epic skeleton: Yes; Animated: Yes; Extra bones: Yes. The extra bones include: bone, unrealear_I, unrealear_R, unrealEye_I, unrealEye_R, unrealJaw_M, scull, eyelash_L, eyelash_R, staff, leaves_(1,2,3), rock_(1,2,3), bottle_L, bag, belt, and parchment. The model contains 11 animations. It consists of 40,621 vertices, 15 materials and material instances, and 52 textures, all with a resolution of 4096, but can be downscaled to any required value.



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