



Unreal Engine - Characters Ancient Undead Pack (Engine version 4.22-4.27, 5.0-5.3)

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Unreal Engine - Characters Ancient Undead Pack: The Modular Ancient Undead collection offers a diverse array of five pre-combined undead characters, each built on the same skeleton with consistent body proportions (excluding heads). Their modular clothing allows for easy customization, enabling users to combine or remove elements to create new variations of the undead. Some characters also feature alternative textures to enhance visual variety further.

With optimized materials, the collection includes 2 base materials and 29 material instances, ensuring efficient resource usage while maintaining quality. The undead are rigged to the Epic skeleton, including an additional jaw bone, and come with IK bones for enhanced flexibility and realism.

While the collection includes only free demo animations, users can access 5 animations to bring their undead characters to life. Each character has specified vertex and triangle counts, ranging from 10,215 to 31,703 for the body and weapon combined.

Texture-wise, the collection boasts 85 textures at a resolution of 4096x4096, ensuring high fidelity and detail. Supported on Windows platforms, the Modular Ancient Undead collection provides developers a versatile toolkit for creating immersive and customizable undead characters for their projects.



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