



### Unreal Engine - Characters DemonBug13 (Engine version 4.18-4.27 , 5.0-5.2)

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**Unreal Engine - Characters DemonBug13 (Engine version 4.18-4.27 , 5.0-5.2):** The low-poly model of the character "DemonBug 13" is suitable for various game genres such as RPG, strategy, first-person shooter, etc. The model features one UV set sized at 4096x4096 (down to 1024x1024) and includes four skins. It is recommended to use a shader with a two-sided display of polygons. The model contains 28 animations, including five for attack, four for flying, four for strafing left and right, five for idle, four for death, four for being hit, and two for flying up. It consists of 12,693 faces, 14,660 vertices, and 23,990 triangles.



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