



Unreal Engine - Chimera (Engine version 4.18- 4.27, 5.0- 5.2)

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Unreal Engine - Chimera: Introducing Chimera, a low-poly fantasy character model perfect for various game genres including RPGs, strategy, and first-person shooters. The model includes three skins, each with 12 materials and 28 texture maps, all packed into a 4096x4096 texture pack.

With a total of 32 animations, including 7 attack animations, 1 walking animation, 1 running animation, 2 strafe animations, 4 idle animations, 6 death animations, as well as animations for jump, gethit, and flying (4 each), Chimera is versatile and dynamic. The model contains 30,956 faces, 41,075 vertices, and 60,560 triangles, making it suitable for seamless integration into your game.



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