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Unreal engine - Mutant Monster 8 v5.3: The "Mutant Monster" project offers two distinct skeletons tailored for compatibility with Unreal Engine 4 and Unreal Engine 5. Within the project, you'll find a dummy skeleton designed for UE4 alongside the Manny Quinn skeleton optimized for UE5. To enhance usability, the animations have been duplicated to accommodate both skeletons seamlessly. Additionally, the project boasts four unique textures meticulously crafted for the character's visual appeal.

Rigging is crucial, and this project ensures optimal compatibility by rigging the character to the Epic skeleton, complete with included IK bones. Moreover, an extra bone labeled unrealJaw_M has been incorporated for added functionality. With a total vertex count of 8636, the character maintains a balance between detail and performance optimization.

Regarding materials and textures, developers can access four distinct materials and material instances, accompanied by eight high-quality textures. Body textures are provided at 4096x4096 pixels, ensuring crisp and detailed visuals. This comprehensive asset pack caters to Windows platforms, offering compatibility with Unreal Engine development on this operating system.

Overall, the "Mutant Monster" project equips developers with a versatile and fully rigged character asset, complete with animations and textures, suitable for integration into a wide range of game projects built on Unreal Engine 4 and Unreal Engine 5.

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