



Unreal engine - Orc Warrior v4.26

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Introducing the Orc Warrior – a meticulously crafted low-poly, ready-made model tailored for seamless integration into your gaming projects. With the flexibility to customize skin color, eye color, and equipped with versatile blend shapes, this model offers dynamic possibilities.

The modular design includes both a complete mesh and individual parts, allowing for easy adjustments and modifications. The model boasts a shader with a two-sided polygon display, enhancing the realism of clothing materials.

Characteristics:

- Faces: 46,584
- Vertex: 46,177
- Tris: 88,216

Axe:

- Faces: 1,153
- Vertex: 1,092
- Tris: 2,168

Technical Details:

- Rigged: Yes
- Rigged to Epic skeleton: Yes
- IK bones included: Yes (Jaw, Horn, Bag)
- Animated: No
- Number of Animations: 0 (InPlace)
- Number of Characters: 1
- Vertex Counts of Characters: 46,177
- Number of Materials and Material Instances: 5 (Material), 10 (Material Instance), 2 (Material Function)
- Number of Textures: 48
- Texture Resolutions: 8,192x8,102 - 4,096x4,096

Supported Development Platforms:

- Windows: Yes
- Mac: Yes

This highly versatile Orc Warrior model is an ideal addition to your game development toolkit, offering a rich blend of customization options and technical features for an immersive gaming experience on both Windows and Mac platforms.



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