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Unreal engine - Redshank v5.2

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Introducing a captivating low-poly 3D model of a Redshank, meticulously crafted with polygonal quads geometry for optimal performance. This model comes fully rigged and animated, ready to breathe life into your project. With 14 dynamic animations, including both root motion and in-place variations, the Redshank model offers versatility and realism.

- Rigged: Yes
- Rigged to Epic skeleton: No
- Animated: Yes
- Number of Animations: 14
- Animation Types: Root Motion / In-place
- Vertex Count: 4903
- Textures: 5 (4096x4096 and 512x512 resolutions)
- Materials: 3
- Supported Platforms: Windows, Mac

Animations List:

- Eat (355-379)
- Fly (413-422)
- Fly Left (539-548)
- Fly Right (551-560)
- Glide (456-536)
- Idle (0-325)
- Landing (425-453)
- Swim (617-647)
- Swim Left (650-680)
- Swim Right (683-713)
- Takeoff (382-410)
- Walk Left (563-587)
- Walk Right (590-614)
- Walk (328-352)

Textures:

- Redshank_D
- Redshank_N
- RedshankEye_D
- RedshankFeathers_D
- RedshankFeathers_N

Technical Specifications:

- Triangles: 6940
- Vertex Count: 4903
- Geometry: Polygonal Quads
- Supported Development Platforms: Windows, Mac



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Additional Notes:

- The model is optimized for performance, ensuring smooth integration into your project.
- Whether you're creating a game, animation, or educational content, the Redshank model offers a high-quality asset to enhance your work.



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