



## Unreal Engine - Bjorn Viking v4.23

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**Unreal Engine - Bjorn Viking v4.23:** Presenting a realistic and finely-detailed 3D model of the Viking character, Björn – a seasoned warrior toughened by the northern winds. Equipped with a high-quality axe and shield, this character is modular, comprising 18 parts that allow users to assemble various versions and create an entire squad.

- Modular Design (18 parts)
- No Naked Body (Torso, pants, and boots form the basic body)
- Customizable Materials with a wide range of color options
- Tuned Body and Tissue Physics
- Helmet Mask, Belt, and Mail Skirt
- Texture Format: PNG, ORM (2048-4096 pixels)
- Complete Set Triangle Count: 75,269; Vertex Count: 57,463
- Fur and Beard Removal: 35,347 triangles and 19,236 points

### Customization:

The materials are highly customizable, allowing for color changes, enhancing creativity, and providing diverse variations. The additional bones added to the Epic Skeleton include face bones, eyes, eyebrows, jaw, and a knife bone without disrupting the hierarchy.

This Viking character is a versatile and dynamic addition to any project, offering both visual appeal and flexibility in design.

### Technical Specifications:

- Rigged: Yes
- Rigged to Epic Skeleton: Yes
- Inclusion of IK Bones (if rigged to Epic skeleton): Yes
- Animated: No (Utilizes Epic Third Person Anims for demo purposes)
- Number of Characters: 5
- Vertex Counts of Characters: 57,463
- Materials: 12
- Material Instances: 10
- Number of Textures: 39
- Texture Resolutions: Varied (ranging from 2048 to 4096 pixels based on the model)

### Supported Development Platforms:

- Windows: Yes
- Mac: Yes



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### 标签

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