



Unreal engine - character Werewolf v4.27

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Unreal engine - character Werewolf v4.27: The Low-poly model of the character Werewolf is a meticulously crafted asset designed for game developers seeking to introduce this iconic creature into their projects. This fully rigged model enables seamless animation integration for lifelike movements and actions. Although not rigged to the Epic skeleton, the provided rig allows for versatile animation possibilities. With 22 animations, including various attacks, walking, raging, idle stances, running, hit reactions, and death animations, developers have ample options to bring the Werewolf character to life in their games.

Featuring a single-character model, the Werewolf boasts impressive details while maintaining a low polygon count for optimal performance. With 19,365 faces, 46,909 vertices, and 38,026 triangles, this model balances visual fidelity and efficiency. The high-resolution textures further enhance the character's appearance, with body textures at 4096x4096 resolution and fur textures at 2048x2048 resolution. These textures ensure crisp and detailed visuals, adding depth and realism to the Werewolf's design.

Overall, the Low-poly model of the character Werewolf offers game developers a versatile asset for incorporating this mythical creature into their projects. Whether creating action-packed games, role-playing adventures, or horror experiences, this model provides the necessary animations and visual quality to immerse players in the world of the Werewolf. With its detailed design, efficient polygon count, and high-resolution textures, this asset will enhance the atmosphere and gameplay of any game featuring this iconic character.



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