



Unreal engine - Novice Girl v4.27

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Unreal engine - Novice Girl v4.27: Introducing The Novice Girl, a meticulously crafted 3D model rigged to the Epic Skeleton, offering easy customization and animation capabilities. With additional bones seamlessly integrated into the Epic Skeleton, including those for facial expressions and clothing physics, this character rig provides unparalleled versatility.

- **Rigged to Epic Skeleton:** Ensures compatibility with Unreal Engine's humanoid rigging system, allowing for easy animations and retargeting.
- **Modular Design:** The model is entirely modular, enabling you to customize and adapt it to suit your project's needs by adding or removing parts.
- **Facial Expressions:** Includes blend shapes, morph targets, and ARKit blend shapes for realistic facial animations and expressions.
- **Physics-enabled Clothing and Hair:** Enjoy the lifelike movement of clothing and hair, enhancing the character's realism and immersion.
- **Entire Body Under Clothing:** Beneath the clothes, the model features a whole body, providing flexibility for various scenarios and animations.
- **Material Instances:** Utilize material instances to easily change the colour of the eyes, hair, clothes, and weapon, allowing for quick customization.
- **High-Quality Textures:** PBR textures in Metal/Roughness format, with 4K resolution for average, metallic, roughness, albedo, height, and matID textures.
- **Six Texture Sets:** Includes separate texture sets for the body, eyes, teeth, hair, clothes, and weapon, ensuring detailed customization options.
- **Included Weapon:** Comes with a weapon as a static mesh, enhancing the character's visual appeal and versatility.
- **Compatible with Unreal Engine 4/5:** Seamlessly integrates into both Unreal Engine versions, enabling easy implementation into your project.



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