Unreal engine - Teacher v5.3

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Unreal engine - Teacher v5.3:

The project features a comprehensive character setup, including a full body, separated parts, and PBR materials that allow for extensive customization.

Character Customization:

Color Customization: All parts of the character are customizable, enabling users to paint them in any desired color.

Facial Animation Ready: The faces are equipped with all Apple AR blendshapes, making them ready for intricate facial animation.

Clothing Details:

Clothes:

- Vertices: 28696
- Triangles: 42392

NUDE (with hair):

- Vertices: 31941
- Triangles: 48086

Full Set:

- Vertices: 60637
- Triangles: 90478

Technical Details:

- Face Rig: The character features a sophisticated face rig for detailed facial expressions.
- Skeleton and Rigging: Rigged with the Epic Skeleton for compatibility and seamless integration.
- Compatible with ALS 4 (check PREVIEW for details).
- Clothing Variations: The clothing items come with color variations, allowing for diverse visual styles.

Polycount:

- Faces: 45794
- Triangles: 90478
- Vertices: 60637

Modular Character:

The character is modular, providing flexibility for various applications and scenarios.
Blendshapes (Morph Targets):

Incorporates blendshapes for versatile character expressions and animations.
Cloth Simulation:

Features cloth simulation for realistic and dynamic cloth movements.
This project offers a robust character setup with extensive customization options, making it a versatile and adaptable asset

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