



Unreal engine - MermaidGameReady v4.27

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Introducing the MermaidGameReady, a low-poly character model tailored for diverse game genres, including RPGs, strategy, and first-person shooters. This game-ready asset features a high-resolution textures pack map at 4096x4096, with 2048 resolution and 512 support for enhanced flexibility.

Model Overview:

- Low-poly design suitable for various game genres
- Four distinctive skins
- Utilizes a shader with two-sided polygon display for optimal visuals
- Video preview available

Animations (34 Total):

- Attack (x5)
- Swimming (x6)
- Strafe LR (x2)
- Idle (x4)
- Death (x4)
- Get hit (x5)
- Spellcast (x2)
- Other actions (x6)

Technical Details:

- Rigged: Yes
- Rigged to Epic skeleton: No
- IK bones included when rigged to the Epic skeleton: No
- Animated: Yes
- Number of Animations: 34
- Animation Types: Root Motion (2), In-place (32)
- Number of characters: 1
- Vertex Counts of Characters: 29,156
- Number of Materials and Material Instances: 16
- Number of Textures: 59
- Texture Resolutions: 4096x4096, with support for 2048x2048 and 512x512

Supported Development Platforms:

- Windows: Yes
- Mac: Yes

Important Note: While not rigged to the Epic skeleton, this MermaidGameReady model brings versatility with 34 animations, making it an ideal fit for your game development needs. The absence of documentation is compensated by the straightforward design, ensuring a smooth integration into your Windows and Mac projects.



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