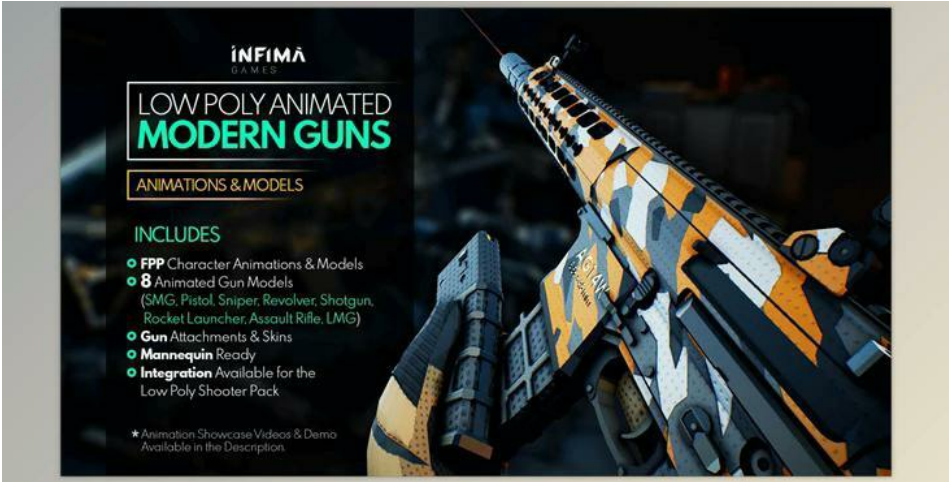# Unreal Engine - Animations Low Poly Animated - Modern Guns Pack (Engine version 4.26-4.27, 5.0-5.3)

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Unreal Engine - Animations Low Poly Animated - Modern Guns Pack:

Art Pack Overview: This comprehensive art pack offers low-poly gun models and animations designed for modern shooter-style games. It equips developers with everything necessary to swiftly prototype their FPS projects, featuring an array of skins, attachments, and customizable gun components. Additionally, blueprint examples are provided to demonstrate the assets effectively.

- Low-poly gun models and animations suitable for rapid prototyping.
- Mannequin-ready character models and animations for seamless integration.
- Extensive assortment of example blueprints and animation blueprints with detailed comments and organization.

Animations Included:

- Reloading
- Reloading Aimed
- Reloading Empty
- Reloading Empty Aimed
- Fire
- Fire Aimed
- Inspecting
- Holstering
- Quick Holstering
- Unequip
- Quick Unequip
- Grenade Throw
- Knife Attack
- Directional Walking
- Sprinting
- Plus more!

Technical Details: Important Information:

- Example blueprints are provided for showcasing animations and models; they are not intended for direct use in games.
- Rigged to Epic skeleton: Yes
- IK bones included: Yes
- Number of Animations: 809
- Animation Type: In Place
- Number of Characters: 2
- Number of Materials and Material Instances: 129
- Number of Textures: 576
- Texture Resolutions:
  - 16x16
  - 512x512
  - 1024x1024
  - 2048x2048

This pack streamlines the prototyping process for FPS games, facilitating efficient development and enhancing the overall

quality of the final product.

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