

Unreal Engine - Classic MotorBike – Driveable – Functional

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Unreal Engine - Classic MotorBike – Driveable – Functional: Introducing the Classic Motorbike, a fully customizable, driveable, and animated vehicle perfect for use in games, automotive presentations, and architectural visualization projects.

Technical Details:

- Texture Sizes: 4096x4096, 2048x2048
- Collision: Yes, automatically generated
- Number of Meshes: 3
- Number of Blueprints: 5
- Number of Materials and Material Instances: 11
- Number of Textures: 53
- Supported Unreal Engine Versions: 4.22, 4.23, 4.24, 4.25, 4.26, 4.27+, UE5

Experience the thrill of riding a classic motorbike with this versatile and customizable asset suitable for various projects across different industries.

- Rigged, driveable, and playable motorbike with realistic animations.
- It includes a radio system allowing users to add playlists and switch music while driving.
- All necessary sounds are included for a complete audio experience.
- Customizable dirt and edge wear for added realism.
- Adjustable lights and material parameters such as roughness, metallic, and colour.
- Game-ready and optimized for performance.
- Comes with multiple material variations and customizable textures.
- Easy switching between material values for quick adjustments.
- Please Note: This motorbike is also included in our Classic Cars Bundle.



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