



Unreal Engine - Teen Survivalist (Engine version 4.19- 4.27, 5.0- 5.2)

2025-02-10 16:57:11

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Unreal Engine - Teen Survivalist: Presenting a realistic teenage girl survivalist character designed for use in third-person survival or action games. This modular character offers a plethora of combinations with props and weapons, as well as morph targets for enhanced customization. The character skeleton includes six extra bones for finer facial animation control and additional spine bones for realistic breast movement. It's scaled to the Epic skeleton, rigged, and animated, providing seamless integration into your game.

With 23 morph targets, 7 physics assets, and a vertex count of 24,109, this character offers detailed realism without compromising performance. The texture resolutions range from 4096 to 1024, supported by 35 master materials and 114 instances, totaling 131 textures. The character comes with six animations, all in place, and is developed for Windows platforms. Ideal for developers seeking a versatile, lifelike character to enrich their game environments.



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