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Unreal Engine - Character Editor v5.1

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Unreal Engine - Character Editor v5.1: The Character Editor is a ready-to-use character customization system that fits all our products' technical basets. Our showcase maps can generally be used as a starting point for Unreal Engine beginners. However, if you wish to extend or customize the Blueprint logic, we recommend having advanced Unreal Engine knowledge. While we always strive to support our customers as comprehensively as possible, please understand that we cannot help with learning all engine basics.

- Faces come with ~80 Morphtargets FACS-based morphs ready for facial animations with ARKit.
- Data Assets are used to combine unique characters from different types. Data Assets are split into various child classes like apparel (hats, upper body, lower body, etc.) and hairstyle, hairstyle-sards) and equipment classes.
- Clothing: ~ 27 per gender + 20 for children.
- Hairstyles: 7x male, 5x female, 5x child.
- Multiple skeletons are supported. Children are included as examples:" do not have any weight/muscularity morphs functimorphy. This feature is mainly developed for grown-ups.
- Anatomy Profiles supports you in adding more RPG-like characters like dwarves, elves, and orcs.
- Basic Wrinklemaps WIP for more believable facial expressions.
- Different skin base textures + skin tint as well.
- Randomize, SaveGame system to save and load customization profiles.
- Thumbnail Studio will help you create the thumbnails of in-game DataAssets.
- Light Studio gives you a custom light setup inside the in-game editor.
- Morphologies like muscularity, obesity, aging, and dynamic size ~160cm to ~185cm (UE4 Mannequin only UE5/Meta update in dev).





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