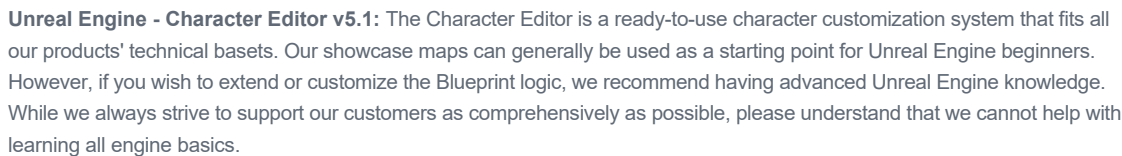




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- Faces come with ~80 Morphotargets - FACS-based morphs ready for facial animations with ARKit.
- Data Assets are used to combine unique characters from different types. Data Assets are split into various child classes like apparel (hats, upper body, 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).



标签

## 3D-Models

## 平面设计

Unreal Engine

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