



Unreal Engine - Undead Pack (Engine version 4.20- 4.27, 5.0- 5.3)

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Unreal Engine - Undead Pack (Engine version 4.20- 4.27, 5.0- 5.3): The Undead Pack offers a comprehensive collection of assets for game development, featuring five distinct characters with four levels of detail (LODs) to ensure optimal performance. Each character is meticulously rigged, with additional bones for armor, quivers, helmets, clothes, and hair, ensuring compatibility with the Epic skeleton.

Moreover, if rigged to the Epic skeleton, the pack includes IK bones for enhanced animation control. With 65 animations available, ranging from basic movements to combat actions, developers have ample flexibility to bring their undead characters to life in-game.

The pack also provides a variety of materials and textures, including color, normal, roughness, ambient occlusion, emissive, and opacity maps, all optimized at high resolutions of 2048x2048 and 4096x4096. Whether used for creating a diverse cast of enemies or adding depth to the game world, the Undead Pack offers a versatile and comprehensive solution for game developers seeking high-quality undead assets.



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