



Unreal Engine - Characters Lady Vamp (Engine version 4.18 - 4.27, 5.0 - 5.2)

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Unreal Engine - Characters Lady Vamp (Engine version 4.18 - 4.27, 5.0 - 5.2): Introducing Lady Vamp, a stunning 3D model meticulously designed with modularity and detail in mind. Fully rigged to the Epic Skeleton, with additional bones in the breast and hair, this model allows for dynamic animations and physics simulations. With 18 Blendshapes for facial expressions, PBR Textures (Metall/Roughness), and multiple texture sets, including Body, Head, Clothes01, Clothes02, Hair, Teeth, Eyes, and Lashes, Lady Vamp offers unparalleled flexibility.

Color Variations for Hair (Dark and Blonde) and Eyes (Red and Yellow) with a glowing effect (Emissive map) add allure and mystique. The mouth is detailed, containing Vampire Fangs and Tongue, operable with Blendshapes. The model is entirely modular, allowing for the removal or addition of any part, with a full body included under the clothes for versatile use in various scenes and scenarios.

Included with the model are 3rd Person Character Animations as a demo, showcasing its versatility in motion. With a polycount of Faces: 34286, Tris: 64311, and Verts: 36219, Lady Vamp is optimized for performance. Hair has 2 Color Variations (Dark and Blonde), with the ability to customize the Blonde color. The Eyes have 2 Color Variations (Red and Yellow), and they glow in the dark (Emissive map) for added allure. The model features a modular design, with separate components, including hair, skirt, corset, socks, jacket, shoes, leg accessories, and body. Rigged with the Epic Skeleton, it includes additional bones in the breast and hair for added realism and dynamics. The model also includes a detailed mouth with Vampire Fangs and Tongue, operable with Blendshapes, making it an ideal choice for a wide range of creative projects.



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