



Unreal engine - Indian Leopard Control Rig v5.3

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Introducing the Indian Leopard Control Rig, a meticulously crafted and realistic leopard rig designed for integration into your films and games. This character has been expertly set up using Control Rig within Unreal Engine 5.3, ensuring a seamless and efficient animation process.

Usage Instructions:

- Ensure the Control Rig plugin is enabled in the Plugins section to visualize and utilize the rig.
- Simply drag the rig into the Unreal viewport to commence the animation process.
- IK leg and arm setup complemented by a reverse foot rig for enhanced realism.
- Rigged using Control Rig plugin within Unreal Engine 5.3.

Rigging Details:

- Rigged character is not adapted to the Epic skeleton.
- IK bones are included for added flexibility.

Animation:

- Animated and ready for use, featuring four example animations: walk, run, idle, and jump.

Character Specifications:

- Single character included in the package.

Geometry and Textures:

- Vertex count: 80,313.
- Materials and Material Instances: 9.
- Textures: 10, covering Color, Specular, and Normal maps.
- Texture Resolutions: All textures are in high-definition 4K.

Immerse yourself in the world of realistic animation with the Indian Leopard Control Rig. Whether you're working on films or games, this rig provides a dynamic and versatile solution for bringing your creative visions to life within the Unreal Engine 5.3 environment.



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