



## Unreal Engine - Unicorn (Horse) Modular

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### Unreal Engine - Unicorn (Horse) Modular:

Rendered in Unreal Engine, this asset package includes a versatile character creation kit comprising:

- 1 Basemesh
- 12 Tails
- 19 Manes
- 15 Leg fur options
- 2 Beard variations
- 4 Horn designs

The skeletal parts include tails, mane, leg fur, beard, and horns, offering modular skeletal mesh parts to construct various Blueprints. Additionally, there are Blueprint examples provided for demonstration purposes.

In terms of static meshes, there are 4 horn designs available.

Material instances are provided with adjustable "twist" settings, and RGB masks are available for body parts (hoof, body, muzzle).

### Texture-wise, the package features PBR textures (Metallic/Roughness) with varying resolutions:

- Body: 4096x4096
- Eye: 1024x1024
- Eyelash: 1024x1024
- Jaw: 512x512
- Fur: 1024x1024

### Technical Details:

- Rigged: No
- Rigged to Epic skeleton: No
- IK bones included if rigged to the Epic skeleton: No
- Animated: Yes
- Number of Animations: 101
- Animation types (In-place): 101
- Number of characters: 1
- Vertex count of characters: Basemesh 8587
- Number of Materials and Material Instances: 5 main (Body, Eye, Eyelash, Jaw, Fur)
- Number of Textures: 93

### Supported Development Platforms:

- Windows: Yes
- Mac: Yes



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