Unreal Engine - A.C.S.U. Specter v5.0

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Unreal Engine - A.C.S.U. Specter v5.0:

Introducing the A.C.S.U. "Specter" - an elite Autonomous Combat Support Unit engineered for superior performance in urban environments, tailored for missions ranging from law enforcement to specialized combat operations. The "Specter" is an advanced iteration based on the renowned "Mantis" platform, boasting enhanced parameters and updated combat directives to tackle the most challenging tasks with precision and efficiency.

- Two distinct color variations
- Fully customizable and rigged to the EPIC skeleton for seamless integration
- Utilizes the UE4 version skeleton for compatibility
- Comprehensive customization preview available

Technical Details:

- Mesh Tris:
    - 68108 (without equipment)
    - 100984 (with equipment)
- Vertex Counts:
    - 37678 (without equipment)
    - 54953 (with equipment)
- Texture Maps: Normal, Metalness, Roughness, Albedo
- Texture Resolution: 4096x4096
- Rigged: Yes
- Rigged to Epic Skeleton: Yes
- Includes IK bones if rigged to the Epic skeleton: Yes
- Animated: No
- Number of Characters: 1
- Number of Materials and Material Instances: 16
- Number of Textures: 64
- Supported Development Platforms: Windows

Overview: The "Specter" stands as a pinnacle of autonomous combat technology, equipped with unparalleled tactical capabilities for reconnaissance, target elimination, sabotage, and even the ability to assume control of other A.C.S.U. units. With its reliability and embedded artificial intelligence, the "Specter" excels in offline combat scenarios, ensuring mission success in the most demanding environments.

Elevate your project with the "Specter" - a symbol of elite combat prowess and cutting-edge robotic innovation.
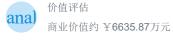
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