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Unity Asset - Modular military character 2 v1.4

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Unity Asset - Modular military character 2 v1.4: Introducing a versatile and game-ready modular low-poly humanoid rig character with Physically Based Rendering (PBR) textures and compatibility with Unity's render pipelines. This character asset allows developers to create diverse and customizable game characters, whether an action-packed shooter, a tactical RPG, or an immersive simulation.

With 112 modular skeletal meshes and various skins for each module, including heads, bodies, clothing, accessories, and equipment, developers can assemble millions of characters catering to their specific game requirements and artistic vision.

One of the standout features of this character asset is its high-quality hands designed for first-person mode, ensuring immersive gameplay experiences for players. Moreover, the asset is compatible with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), offering seamless integration into various projects and environments. Whether developers target mainstream platforms or high-end devices, this character asset provides the necessary tools to create captivating visuals and engaging gameplay experiences.

With its extensive customization options, modular design, and support for advanced rendering pipelines, this character asset empowers developers to bring their virtual worlds to life with stunning visuals and dynamic characters. Whether embarking on epic adventures, engaging in intense firefights, or exploring vast open worlds, players will immerse themselves in unforgettable gaming experiences, thanks to the versatility and quality of this modular character rig.

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