Unreal Engine - Fox - Family

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Unreal Engine - Fox - Family: Introducing realistic FOX FAMILY models with over 90 animations and 3 color variations. These models feature 57 bones, 4 levels of LODs, and optimized versions for mobile phones. With texture maps including albedo, AO/metallic/roughness, and normal maps, each at 4096x4096 resolution, these models offer stunning detail.

Technical Details:

- Rigged: Yes
- Rigged to Epic Skeleton: No
- Animated: Yes
- Number of Animations: 153
- Animation Types: In-place/Root Motion
- Number of Characters: 6
- Vertex Counts of Characters: 6500-7500, 1400-1600
- Number of Materials and Material Instances: 12
- Number of Textures: 20

- 90+ animations, including attacks, hits, deaths, digging, idle poses, eating, sleeping, jumping, running, swimming, and more.
- We customized root motion animations for seamless integration.
- Variations for mobile devices with reduced triangle counts.
- Detailed animations for various actions such as eating, sleeping, and scratching.
- It is rigged and animated, with 6 unique characters included.
- Texture resolutions range from 4096x4096 to 512x512.
- Compatible with Windows and Mac development platforms.

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