Essential Spear And Shield Animation Pack v4.27

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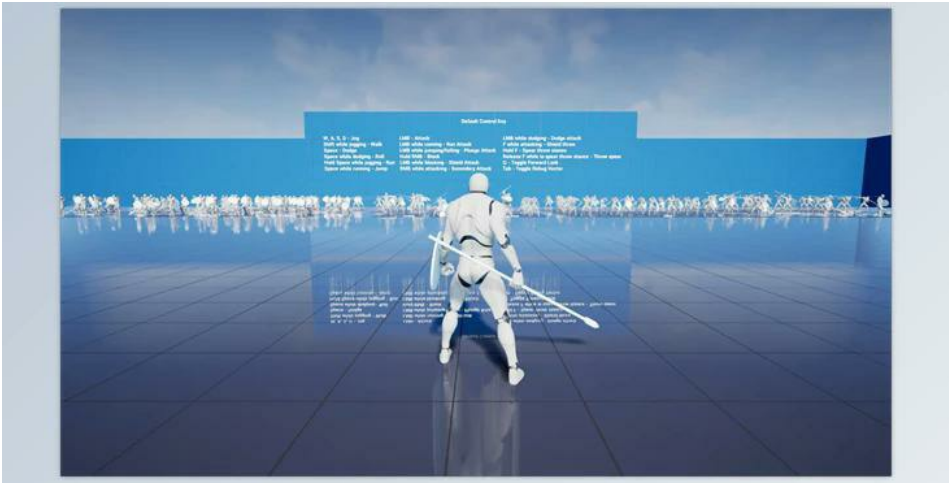
Essential Spear And Shield Animation Pack v4.27:

This package includes essential animations for a character with a spear & shield combat style, with a playable character blueprint. Recommended for an action RPG game.

How to use character sketches to design your project to make an action game?

You can use the "Essential Spear And Shield Animation Pack".

Where can I download the product?

After subscription, You can download it for free from here.

Key Features:

- Meticulously crafted animations for spear and shield combat
- Comprehensive movement animations, covering walking, jogging, running, braking, dodging, rolling, jumping, and more
- Playable character blueprint specifically designed for spear and shield combat, built upon the UE Third Person template for animation demonstration purposes
- Hitbox system for seamless testing of hurt/damage animations
- Projectile throw system for evaluating weapon-throwing animations
- Debug Vector mode for testing directional animation blend spaces
- Rigged to Epic skeleton: Yes
- Inclusion of IK bones: Yes
- Total Animations: 204
- Animation types: Root Motion, In-place
- Number of Characters: 1
- Supported Development Platforms: Windows, MacOS
- Custom Bones: 2 (weapon_r, shield_l)

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