



Unreal Engine Characters Animalia - Bluebird v4.20-4.27, 5.0-5.3

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Unreal Engine Characters Animalia - Bluebird v4.20-4.27, 5.0-5.3: The Animated Bluebird asset offers a meticulously crafted model of a bluebird with a range of dynamic animations, all designed to enhance the visual appeal of gaming environments. Authored at 60 frames per second (fps), these animations are available in both in-space and in-place variations, providing versatility for diverse gameplay scenarios. With high-resolution 4K textures, the bluebird model boasts stunning detail and lifelike textures, adding realism to any project.

For seamless integration into animation pipelines, the asset includes animation rigs compatible with Maya and 3ds Max, allowing smooth animation workflows. Additionally, the bluebird asset features Level of Detail (LOD) support, ensuring optimal performance across different viewing distances.

Technical specifications include a vertex count 4094, making it optimized for efficient rendering without compromising visual quality. While the bluebird is not rigged to the Epic Skeleton, it has 50 animations, including both Root Motion and In-place types, offering animation control and implementation flexibility. With its captivating visuals and extensive animation options, the Animated Bluebird asset is valuable to any game developer's toolkit.



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