



Unreal Engine - CyberCubes Mimic

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Unreal Engine - CyberCubes Mimic: Introducing CyberCubes: Mimic for Unreal Engine 4.26 - 5.2+, a versatile character asset that can function as a character, monster, minion, companion, enemy, weapon, or sci-fi decoration. The "Mimic" consists of a flock of 398 CyberCubes in 5 different sizes, capable of mimicking a humanoid form when their magnetic connections stiffen. These cubes can move, jump, and perform various actions collectively or independently when their connections relax.

Technical Details:

- Rigged: Yes
 - Number of Bones: 466 (including Epic skeleton bones)
 - Rigged to Epic skeleton: Yes
 - Animated: Default UE4 animations in demo
 - Number of Characters: 1
 - Mesh Topology: 9552 vertices
 - Number of Materials and Material Instances: 1 ultimate material and around 30 instances
 - Number of Textures: 7 (2 textures per skin + 1 details texture)
 - Texture Resolutions: 2048x2048
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- Skeletal mesh with 398 cubes, 9552 vertices, and 466 bones, compatible with the Epic skeleton.
 - Ready-to-use TPS Character Blueprint with preset physical features.
 - Advanced material with around 200 settings, offering customizable looks with 3 skins and mixable emission effects.
 - The electric arc effect uses the Niagara system, with arcs transitioning from large to small cubes.
 - Physically dynamic cubes with realistic PBR rendering.
 - Includes a playable demo scene for testing.
 - Rigged to the Epic skeleton and compatible with default UE4 animations.
 - Tested on Windows 11 for UE 4.27, 4.27, 5.0, 5.1, and 5.2.



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