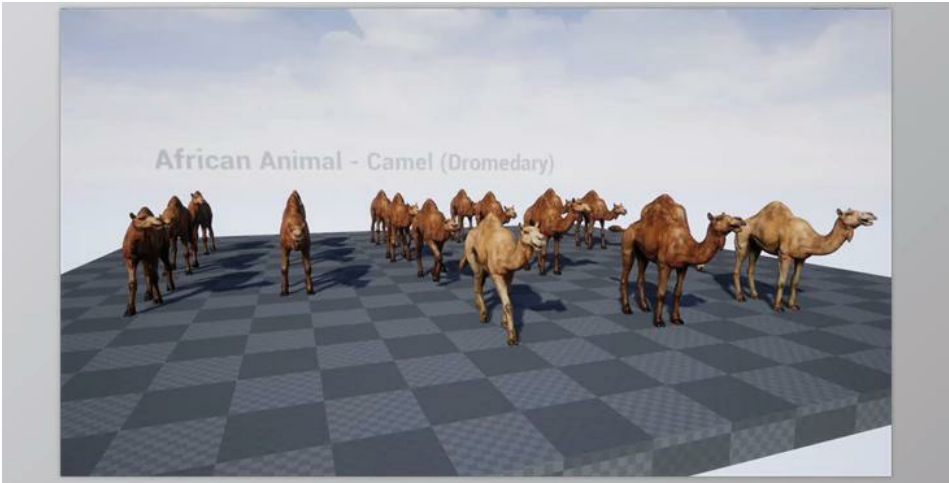


Unreal Engine - African Animal – Camel (Dromedary) v4.27

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Unreal Engine - African Animal – Camel (Dromedary) v4.27:

Introducing the High Poly 3D Model of the Dromedary Camel (Camelus dromedarius), a majestic African animal renowned for its distinctive single hump.

Technical Specifications:

- Model: Camel Dromedary - HP
- Triangle count: 8648 tris
- Bones: 35

Textures:

- 2 color textures
- 1 normal map
- 1 specular map
- 1 ambient occlusion map
- Resolution: 1k/2k

Animations:

- Total: 36 animations (16 In Place, 20 Root Motion)
- Walk, Run, Idle, StandUp, Eating Start/Eating/End, FightIdle, Hit Right/Left/Front/Back, Attack Bite/Head/Leg, Death, TurnsL/R, Turns Walk/Run, Walk Back

Rigging:

- Rigged: Yes
- Rigged to Epic skeleton: No
- IK bones included: No

Additional Details:

- Vertex count: 4362
- Number of Materials and Material Instances: 2
- Number of Textures: 5
- Texture Resolution: 2k

Supported Development Platforms:

- Windows: Yes
- Mac: Yes

This meticulously crafted model offers stunning realism and versatility for your projects, whether you're creating immersive game environments or educational simulations. With a range of animations and high-quality textures, the Dromedary Camel brings the African wilderness to life on both Windows and Mac platforms.



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