Unreal Engine - Zombie Girl B v5.3

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The Zombie Girl asset comes with two distinct materials, one for the body and another for the hair, each featuring two sets of high-resolution 4k PBR Realistic skins. The model is skinned and rigged to the Epic skeleton, inclusive of unrealJaw_M, unrealEye_L, and unrealEye_R bones. The package comprises two geometry variants: a single mesh model and a dismemberment-ready version broken down into body parts.

Notably, the asset incorporates an open mouth and Zombie Angry Morph targets. Additionally, it includes two example blueprints derived from Epic's Third Person Blueprint – one for the single mesh (One Mesh Blueprint) and another tailored for the dismemberment system (Body Parts Blueprint). These blueprints encompass customization variables enabling users to alter the skin and hair.

Moreover, a Ragdoll Physics Asset has been pre-configured, and the eyes are equipped with bones as well. This comprehensive package offers flexibility and ease of integration into Unreal Engine projects, providing a ready-to-use Zombie Girl character with advanced features.

- Two realistic PBR material skins
- Available in both one mesh and separated body parts versions
- Ragdoll setup for dynamic interactions
- Animations are not included
- Open mouth and angry morph targets for expressive customization
- Eye bones for lifelike gaze
- Rigged to the Epic skeleton, including unrealJaw_M, unrealEye_L, and unrealEye_R bones
- IK bones included for enhanced control
- Vertex counts: 15,000 for the one mesh version, 15,500 for the Body Parts variant
- Two materials for the model: Hair and Body, each with two skin variants
- Twelve high-resolution textures at 4096x4096
- Supported on Windows and Mac platforms

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