



Unreal Engine - Modular Stylized Human Blacksmith (Engine version 4.18- 4.27, 5.0- 5.2)

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Unreal Engine - Modular Stylized Human Blacksmith:

Customize your RPG, MOBA, or MMO character with an array of options!

Included in this asset:

- A plethora of color materials for extensive customization

PBR Stylized Material:

- 15 hand-painted Diffuse Maps
- 5 Normal Maps

Choose from various styles:

- Blue Blacksmith
- Red Blacksmith
- Green Blacksmith

Craft your unique look with:

- 3 Base colors
- 2 Anvils

Animations List:

- Idle
- Idle01
- Emote_Forging
- Emote_Applaud
- Emote_Cry
- Emote_Laugh
- Emote_Roar
- Emote_Salute
- Emote_Shout
- Emote_Talk
- Emote_TalkQuestion
- Emote_Wave
- Death
- Combat_1H_Ready
- Combat_1H_Attack
- Combat_1H_Attack01
- Combat_1H_Hit
- Combat_1H_Dodge
- Combat_Unarmed_Ready
- Combat_Unarmed_Attack
- Combat_Unarmed_Attack01
- Combat_Unarmed_Hit
- Combat_Unarmed_Dodge



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- Combat_Stun
- Walk_Forward
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- Run_Forward
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- Run_Right
- Jump_Start
- Jump_Loop
- Jump_End
- Swim_Idle
- Swim_Forward
- Swim_Backwards
- Swim_Left
- Swim_Right

Technical Details:

- Scaled to Epic Skeleton: Yes
- Rigged: Yes
- Rigged to Epic Skeleton: Edited Epic Skeleton
- Has Additional Bones to Differ from Original Epic Skeleton: Yes

Retarget Possibility:

- UE4 - Retarget & Assign Skeleton
- UE5 - Retarget & IK Retarget



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