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Unreal Engine - Samurai Ninja (Engine version 4.20- 4.27, 5.0- 5.1)

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Unreal Engine - Samurai Ninja: Introducing the Samurai Ninja low poly model, designed specifically for gaming environments. This versatile character boasts customizable colors for both clothing and katana, offering flexibility in design. With a meticulously crafted rig, including 52 face morphs and modular elements like the katana and mask, this model provides extensive possibilities for character customization and expression.

In the scene setup, users can effortlessly select the cine camera actor1 and simulation for seamless integration into their projects. Additionally, the package includes a detailed video demonstrating animation retargeting, although animations themselves are not included.

Technical details of this asset are robust, ensuring compatibility and ease of use. The model is rigged to the Epic skeleton, complete with IK bones for enhanced realism and control. While animations are not included, the rig supports animation retargeting, offering the potential for dynamic in-game movement. With a low vertex count of 16214 and optimized textures ranging from 512 to 4k resolution, this model balances visual fidelity with performance efficiency.

The package comprises four materials and material instances for body, cloth, eye, and katana, along with one material for the scene backdrop. Whether for immersive gameplay experiences or cinematic projects, this Samurai Ninja model is primed to elevate any gaming environment.

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