

Unreal Engine - Characters Survival NPC - Sarah "Sal" Jacobs (Engine version 4.22-4.27, 5.0-5.2)

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Unreal Engine - Characters Survival NPC - Sarah "Sal" Jacobs (Engine version 4.22-4.27, 5.0-5.2): Introducing our meticulously designed and passionately crafted playable character, developed by the digital human technical guidelines to ensure maximum quality and realism. This character is not just a design; it's an experience.

- **Accessories Included:** Cap, Glasses, Necklace, Arm Wraps, Glove, Pistol, Holster, Ammopouch, Shoes (all military/combat items can be removed for a more civilian look).
- **Optimized Combined Versions:** Both the character and modular variations are optimized for seamless integration.
- **Blendshapes:** 52 Blendshapes are included, ready for iPhone AR control (Coming soon!).
- **2D Concept Image:** A digitally drawn 2D concept image is included for in-game use (e.g., dialogue boxes, thumbnails, etc.).
- **2D Source Files:** Available on request + receipt.
- **Mocap Mobility Start Animations:** 59 animations in total, 31 of which are unique. (Note: poses from the driving screenshot not included)
- **High-Quality AAA Hero Character:** Developed through the Digital Human Pipeline, featuring high-quality refractive eyes, detail-mapped skin with layered subsurface scattering and roughness variations.
- **8k Textures:** Unmatched detail with 8k textures.
- **High Detail Hair:** Includes custom textures for directional, root, depth, etc. hair properties.
- **Static and Skeletal Mesh Accessories:** Basic Handgun + Knife included.



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