

Unreal engine - Triceratops v5.1

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Welcome to the.Triceratops Real Dinosaurs Series, featuring a meticulously crafted Triceratops model designed to bring a sense of reality to your projects. This PBR-supported model comes with a Skin Pack offering 10 distinct skin colors, enhancing its versatility for various environments.

Model Specifications:

- Polygons: 34,570
- Vertices: 34,690
- Tris: 69,116
- Real Size: 9 meters (CM)

Textures:

- 19 items in Unreal Engine format
- Base Color, Normal Map, Occlusion Roughness Metallic, Displacement Map (8096x8096, 32-bit .tif)
- Additional Textures in PNG format at resolutions 8192x8192 and 4096x4096

- Animations: 87 unique animations for a lifelike experience
- Main Texture Resolution: 8192x8192 - 4096x4096
- Rigged to Epic skeleton: No
- Scaled to Epic skeleton: Yes
- Animated: Yes

Technical Details:

- Intended Platform: Windows
- Platforms Tested: Windows
- Documentation Included: No



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