Unreal Engine - Modular FPS Hands

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Unreal Engine - Modular FPS Hands:

Presenting a versatile set of modular military clothing and gloves crafted for FPS games, this comprehensive package boasts 20 clothing items, 46 gloves, and 11 accessories. The abundance of configuration options is facilitated by a procedural camouflage material featuring parameters for dirt, mud, and a worn effect.

- **Modular Hands Blueprint Component:** Unleash creativity with 93 customizable variables.
- Shape your character with changeable body parts (shirt, gloves, accessories) using different models and materials.
- **Skin Customization:** Adjust skin color and wounds parameters for added personalization.
- **Color and Contrast Control:** Fine-tune color, hue, and contrast parameters to achieve the desired look.
- **Procedural Camouflage:** Enjoy a customizable camouflage system for diverse visual styles.
- **Dirt and Edge Wear:** Enhance realism with parameters controlling dirt and edge wear effects.
- **Mud and Worn Effects:** Achieve an authentic, battle-worn appearance with mud and worn parameters.
- **National Flags Selection:** Choose from 31 national flags to symbolize your character's origin or allegiance.
- **Easy Implementation:** Seamless integration by adding a component to an existing character or inheriting from the provided class.
- **Animation Compatibility:** Utilize animations created on the Epic Skeleton or re-targeted skeletal meshes to a custom skeleton.
- **UE5 Compatibility:** Fully compatible with Unreal Engine 5, ensuring the latest technology and features.

This modular military clothing and gloves package not only provides a vast array of options but also simplifies the implementation process for developers. Elevate the visual appeal of your FPS game characters with realistic customization, whether it's the battle-hardened look of worn clothing or the unique identity conveyed by national flags.

- **Versatile Main Component:** Seamlessly integrate into any character Blueprint for universal usage.
- **Optimized Textures:** Utilizes a single RGB texture with channels for AO, roughness, and metallic properties.
- Textures in DXT1 format, optimizing VRAM usage by 2x (normal map in BC5 format).
- **Extensive PBR Textures:** Offers 216 PBR textures including albedo, normal, and RGB maps for exceptional material realism.
- **Diverse Flag Textures:** Choose from a selection of 31 flag textures to add unique identifiers to characters.
- **15 Detailed Models:** Features 15 meticulously crafted models available in two levels of detail for flexibility.
- **Rigged and Scaled to Epic Skeleton:** Rigged to the Epic Skeleton for compatibility and ease of use across various projects.
- **Twist Bones in Rig:** Enhances transformations during animations with the inclusion of twist bones.
- **Character Blueprint Ready:** Ready-to-play character blueprint designed for use with the Epic First Person Template.

This feature-rich package brings optimization, detail, and ease of use to character development in Unreal Engine. From the efficient use of textures to the inclusion of diverse flag options, these assets are designed to enhance the visual quality and functionality of characters in your projects.

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