



Unreal Engine - MutantHedgehog

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Unreal Engine - MutantHedgehog: Introducing MutantHedgehog, a GameReady Animated LowPoly character with customizable skins.

Technical Details:

- Rigged: Yes
- Rigged to Epic skeleton: Yes
- Additive bones: Yes (Eye_l, Eye_l1, Eye_r, Eye_r1, Jaw, Tail1, Tail2, Tail3, Tail4, Tail5)
- Animated: Yes
- Number of Animations: 28
- Animation types (Root Motion/In-place): 5/23
- Supported Development Platforms: Windows, Mac

Enhance your game with the MutantHedgehog character, featuring versatile animations and customizable skins for immersion.

- It has 28 animations, including attacks, walking, running, turning, idling, getting hit, death, rage, and rolling.
- Each skin features Inst Mat colour blending.
- Additional bones for enhanced animation control: Eye_l, Eye_l1, Eye_r, Eye_r1, Jaw, Tail1, Tail2, Tail3, Tail4, Tail5.
- It was rigged to Epic skeleton and compatible with additive bones.
- It is animated with 5 animations featuring Root Motion and 23 animations in place.
- Includes 4 variations of the character.
- Character details:
- Triangles: 61,788
- Vertices: 32,020
- Comes with 16 materials and material instances.
- Offers 43 textures with resolutions ranging from 4096x4096 to 2048x2048.



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