

Unreal engine - ShooterStarter OPA

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This pack offers two main models: a character and a rifle, designed with high-detail and 4K textures suitable for AAA games or cinematic purposes. With optimized LOD settings and texture adjustments, these models remain usable even on low-end mobile devices, ensuring broad accessibility across platforms.

The character comes rigged with two different skeletons: one tailored for the UE4 mannequin rig and the other for the MetaHuman rig, providing compatibility with both frameworks. Each rig variant offers nine skeletal mesh mannequin versions, fully aligned with UE Mannequin Rig standards and Epic MetaHuman specifications, respectively. Additionally, the pack extends support for Epic Lyra.

Technical Details:

- **Rigging:** Yes
- **Rigged to Epic Skeleton:** Yes
- **IK Bones Included:** Yes (if rigged to Epic skeleton)
- **MetaHuman Skeleton Support:** Yes
- **Body Types Supported:** Tall/Masculine/Medium
- **Animations:** Not included
- **Character Count:** 1
- **Triangle Counts:**
 - LOD_00: 60K to 104K
 - LOD_01: 14K to 28K
 - Rifle: 46K to 98K
- **Materials and Material Instances:**
 - Master Material: 1
 - Character: 18 Material Instances
 - Rifle: 5 Skin (each with 13 Material Instances)
 - Helmet_H: 2 Skin (each with 13 Material Instances)
 - Helmet_M: 2 Skin (each with 7 Material Instances)
- **Texture Count:** 653
- **Texture Resolutions:** 4096x4096
- **Supported Development Platforms:**
 - Windows: Yes
 - Mac: Yes

With meticulous attention to detail and a wealth of customization options, this pack empowers developers to create immersive experiences across a range of platforms and project scopes.



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