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Unreal Engine - Alien Fish for School System - Scifi Fantasy Creatures

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Unreal Engine - Alien Fish for School System - Scifi Fantasy Creatures:

Embark on a journey into a new realm with this collection of 11 alien fish models, specifically crafted for the Fish School System!

Presenting the extraordinary Alien Fish pack, featuring a captivating ensemble of 11 exotic and otherworldly fish.

Tailored to seamlessly integrate with both the Fish School System V2 and Fish School System V1, these alien fish models are not only visually striking but also come with animations and movements that transcend the ordinary.

Each fish in the pack ranges from approximately 1000 to 2000 vertices, accompanied by its own skeleton and physics asset for ragdoll functionality. The inclusion of a swimming animation and a Vertex-animated static mesh adds depth to their lifelike presence. Moreover, each fish boasts a minimum texture resolution of 2048x1024.

Fish Species include:

- Hydrospark
- Jelly Ray
- Magmabarus
- Moonmane
- Pyropod
- Quasareye
- Sail Dart
- Star Darter
- Solarfin
- Whitestream
- Yellow Eeloid

Immerse yourself in the uniqueness of these alien fish models and elevate your aquatic experience with their mesmerizing presence.

- 11 Fish Static Meshes
- 11 Vertex Animated Static Meshes
- 11 Physics Assets
- 11 Animations
- Demonstration Level with Underwater Caustic Lighting, Fog, and Postprocessing
- Overview Level

Technical Details:

- Rigged: Yes
- Rigged to Epic Skeleton: No
- Animated: Yes
- Number of Animations: 11
- Animation Types: In-place
- Number of Characters: 11
- Vertex Counts of Characters:
 - Under 1000: 2
 - 1000 to 1500: 5
 - 1500 to 2000: 4

Textures and Materials:

- Number of Materials and Material Instances: 30
- Number of Textures: 61

Texture Resolutions:

- 4096: 16
- 2048: 11
- 1024: 9
- 512: 3
- Assorted Resolutions for Vertex Animations: 22

This comprehensive package includes a variety of fish static meshes, each with its corresponding vertex-animated static mesh, physics asset, and animations. The provided demonstration level enhances the underwater experience with caustic lighting, fog, and post-processing effects. The overview level offers a convenient preview of the assets.



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