# Unreal Engine - Animalia - Bald and Golden Eagle v2.2.0

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Unreal Engine

**Unreal Engine - Animalia - Bald and Golden Eagle v2.2.0:**

Animated Bald and Golden Eagle with Bone Mesh

Experience the realism of Bald and Golden Eagles with meticulously crafted animations at 60fps, 4K textures, and a sophisticated bone mesh.

- Bald Eagle model
- Golden Eagle model
- Bone mesh
- Animations authored at 60fps
- All animations available in space and in-place
- 4K textures
- Maya and 3ds Max animation rigs
- LODs
- Ragdoll setup

**Technical Details:**

- Scaled to Epic Skeleton: Yes
- Rigged: Yes
- Rigged to Epic Skeleton: No
- Animated: Yes
- Number of Characters: 3
- Vertex Counts of Characters: 10,676, 10,964, 13,502 (bone mesh)
- Texture Resolutions: 4K
- Number of Animations: 64 (excluding in-place)
- Animation Types: Root Motion and In-place
- Supported Development Platforms: All
- Supported Target Build Platforms: All

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