



Unreal Engine - Goblin Shaman

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Unreal Engine - Goblin Shaman: Low-poly character model designed for diverse game genres such as RPG and strategy. The Goblin Shaman model includes high-resolution textures, all mapped at 4096 (with support for 256). To enhance visual appeal, a shader with a two-sided polygon display is recommended.

The model is equipped with 16 animations:

- Attack (Cast) - 5 variations
- Walking - 2 variations
- Get Hit - 1 variation
- Idle - 2 variations
- Death - 1 variation
- Run - 1 variation
- Strafe - 2 variations
- Back - 1 variation
- Jump - 1 variation

These animations provide a comprehensive range of movements and actions, making the Goblin Shaman suitable for a variety of in-game scenarios.



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