



Unreal Engine - Hand to hand set

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Unreal Engine - Hand to hand set: Introducing a comprehensive collection of hand-to-hand combat animations featuring meticulously crafted movements and idles for your game development needs:

Total Animations: 100+ (22 additional animations in the latest update) Includes a variety of actions such as turning, walks/runs, sprinting, defence/blocking, charging, equip/unequip, slips/fades, dodging, hit reactions, staggers, knockdowns/getting up kicks, punches, and jump/land sequences.

Technical Details:

- Pose-matched start and end frames for seamless integration with provided idle animations.
- There is no need for animation retargeting in UE4 as it utilizes the default UE4 mannequin. For UE5, retargeting can be done using Epic's retarget tool (tutorial provided).
- Handcrafted animations by a professional animator.
- It was rigged to the Epic skeleton with included IK bones.
- Animation types: Root Motion.
- Number of Animations: 122.
- Supported Development Platforms: Windows.

Please note:

- Blueprints for gameplay are not included; this asset pack is for animations only.
- Character models showcased in promotional materials are omitted.



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