



Thank you for checking out this Modular Anime Character Assetpack!

This is an overview of what the asset pack contains. But first I'd like to say hi to you.

Hi! I'm Linda, the one behind this shop called yyyrjis.

I've been making game art, story and levels design for games for a few years. My expertise lies in visual design stuff. I love making characters, it makes me feel like a kid playing with my dolls. I have a dream of creating a catalog of stylized character asset packs for Unreal Engine with different themes that can be mixed together so that small dev teams can create their dream games. I'm chasing my dream and I want you to chase yours. Let's go guys! Let's go!

I'm by no means an expert on Unreal Engine or good with technical stuff whatsoever, so if you see that I've gone about doing something in an odd way or downright wrong, let me know. I'd mightily appreciate it. As I learn more about the engine I will update and fix the asset packs accordingly.

I hope you have a blast playing with this asset pack.

If you want to message me you can do so by sending an email to yyyrjis@gmail.com or hitting me up on X @shuklula.

Skeletal meshes

This asset pack is rigged to be compatible with the Humanoid animation type.

1 face (with blendshapes)

8 tops

5 bottoms (+ variations for boots)

6 stockings for shorts and skirts

(+ variations for boots)

3 shoes

1 bare feet

1 gloves

1 bare hands

4 belts

2 hair bases

2 hair sides

2 hair fringes

4 hair back parts

2 scarfs

2 necklaces

1 glasses

2 goggles

1 thigh bandage

1 backpack (+ a variation for puffy sleeves)

2 eyebrows (with blendshapes)

1 human ears

1 elf ears

1 animal ears

1 animal tail

2 mouths with different teeth (with blendshapes)



Face, brows and mouth

The face has edited normals to achieve the anime style shading while lit.



Face, brows and mouth have blendshapes. You can play around with them to make all kinds of expressions. Have fun, go nuts!

Perspective Lit Show Character LOD Auto x1,0 >

Previewing Reference Pose
LOD: 0
Current Screen Size: 2,193
Triangles: 4,470
Vertices: 3,174
UV Channels: 2
Approx. Size: 107x40x158

Skeleton Tree Morph Target Curves

SK_face_01

Search

Morph Target Name	Weight	Auto	Vert Count
left eye blink 01	0.0	<input checked="" type="checkbox"/>	575
right eye blink 01	0.0	<input checked="" type="checkbox"/>	575
left eye blink 02	0.0	<input checked="" type="checkbox"/>	527
right eye blink 02	0.0	<input checked="" type="checkbox"/>	528
left eye slant	0.0	<input checked="" type="checkbox"/>	655
right eye slant	0.0	<input checked="" type="checkbox"/>	658
left eye widen 01	0.0	<input checked="" type="checkbox"/>	560
right eye widen 01	0.0	<input checked="" type="checkbox"/>	554
left eye widen 02	0.0	<input checked="" type="checkbox"/>	452
right eye widen 02	0.0	<input checked="" type="checkbox"/>	460
left eye lower lid up	0.0	<input checked="" type="checkbox"/>	52
right eye lower lid up	0.0	<input checked="" type="checkbox"/>	52
left eye angry	0.0	<input checked="" type="checkbox"/>	459
right eye angry	0.0	<input checked="" type="checkbox"/>	466
left eye droopy	0.0	<input checked="" type="checkbox"/>	269
right eye droopy	0.0	<input checked="" type="checkbox"/>	270
mouth smile 01	0.0	<input checked="" type="checkbox"/>	576
mouth smile 02	0.0	<input checked="" type="checkbox"/>	738
mouth smile 03	0.0	<input checked="" type="checkbox"/>	650
mouth eat	0.0	<input checked="" type="checkbox"/>	407
mouth speak 01	0.0	<input checked="" type="checkbox"/>	451
mouth speak 02	0.0	<input checked="" type="checkbox"/>	451
mouth speak 03	0.0	<input checked="" type="checkbox"/>	451
mouth speak 04	0.0	<input checked="" type="checkbox"/>	462
mouth speak 05	0.0	<input checked="" type="checkbox"/>	608
mouth shout 01	0.0	<input checked="" type="checkbox"/>	629
mouth shout 02	0.0	<input checked="" type="checkbox"/>	743
mouth shout 03	0.0	<input checked="" type="checkbox"/>	713
mouth shout 04	0.0	<input checked="" type="checkbox"/>	713
mouth sad	0.0	<input checked="" type="checkbox"/>	447
mouth pout	0.0	<input checked="" type="checkbox"/>	405

Here is the list of blendshape for the face.



And here are some faces the characters can pull.

Hair

The hairstyles are made of four parts: the base, back, fringe and sides. You can mix and match different looks from the parts this asset pack includes. And there is more to come in the future. The hair parts have their own skeletons so that they can flow with physics while the character is moving. **NOTE: This asset pack does not include the physics to make the parts flowy.**

Animal ears and tail

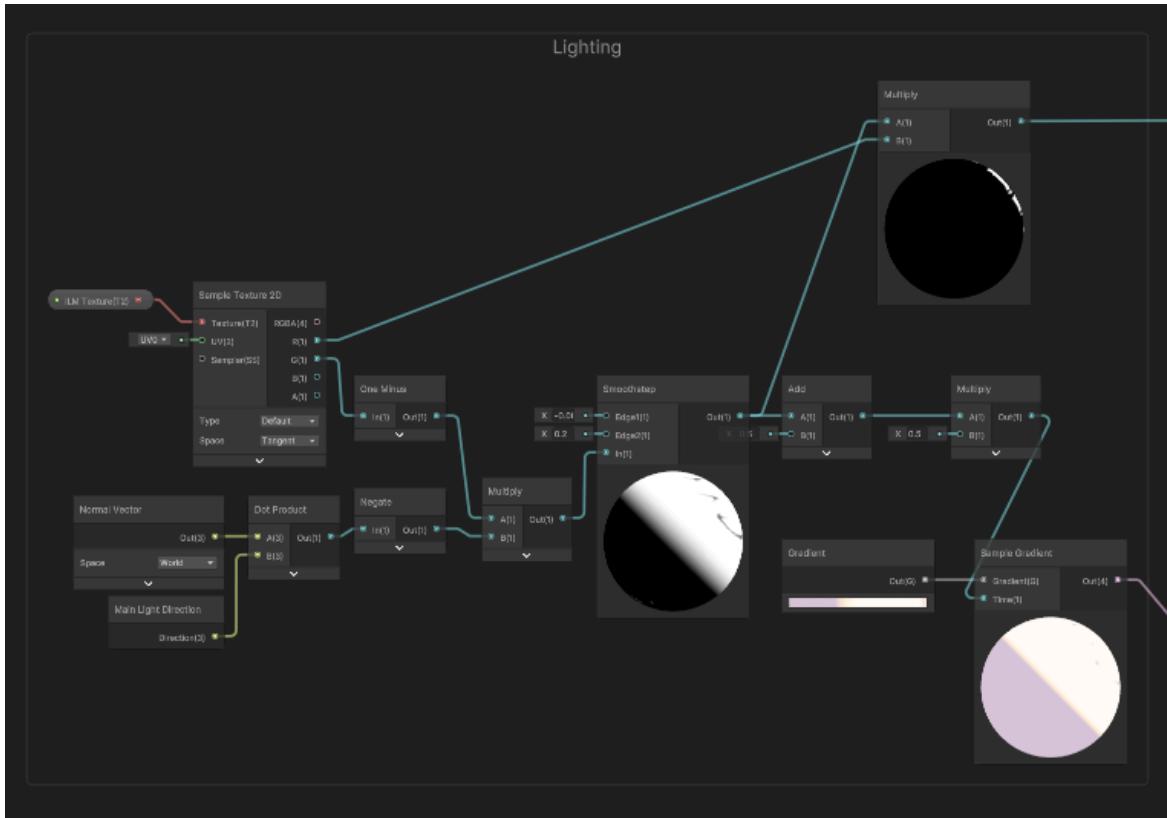
I've made some animations for the animal ears and tail. But to be honest I haven't yet figured out how to make them animate in sync with the character movement.



Materials and textures

The character uses two shaders: *CharacterBaseShader* and *BasicShader*.

The lighting for both is stylized and based on a gradient. You can adjust the lighting of the character by adding a list of color ramp gradients and switching between them based on environment lighting.

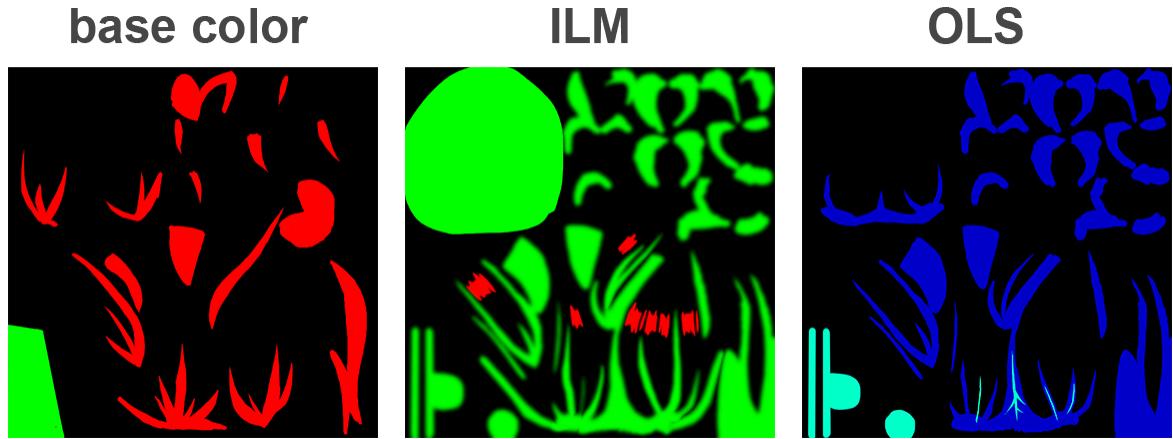


The materials based on *BasicShader* use texture maps to define colors, painted shadows, shadowy parts and highlights. It's used in clothing, hair and accessories. I'll go through the texture types here. Let's use an example texture for top_01.

T_top_01.png is the base texture. It is an RGB map with color information for each channel. The color texture can have 4 colors and mixtures of them. The colors are represented with black, red, green and blue.

T_top_01_ILM.png is the texture map that has additional light information. Red channel is for highlights. Green is for areas that would like to stay in the shadows. Blue has no functionality yet. But it can be used in the future for fine tuning how the light affects this material.

T_top_01_OLS.png is a texture map for opacity, lines and painted shadows. Red channel being an opacity mask. Green is masking lines and outlines. And blue is for painted shadows.



CharacterBaseShader is used for the character's face and body. It contains information for skin, eyes, eyelash color, nails, tattoos, blush and makeup and the information is laid on a mask grid. Since the face normals are edited, there is no need for textures with light information in this material. You'll only need textures for color and for lines and painted shadows (OLS textures). *CharacterBaseShader* textures RGB values are assigned to represent slightly different things than the B. But they are very similar. I'll go through some of the key things.

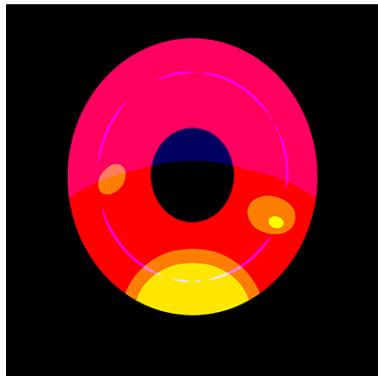
Texture for eyes has red and green channels for colors and the blue channel for shadowy areas. Black represents the outline color.

In the body color textures red is for nails, green is for the blush of the skin, and blue is for tattoos.

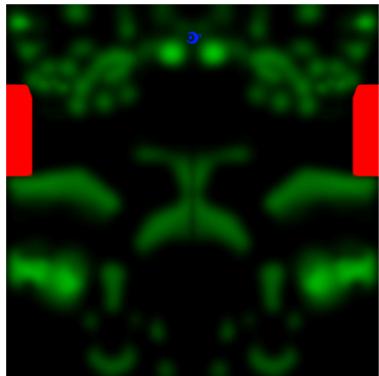
Face color textures' channels go red channel for makeup, green for blush and blue for tattoos.

The M_character has OLS textures for lines and painted shadows for the face and body.

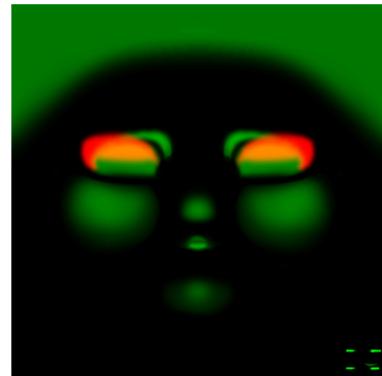
EYES



BODY



FACE



You can make your own texture maps to give the characters your own twist. Add tattoos, different colors patterns to the hair, different eye color patterns, swap tattoos to scars. This is just the starter for your imagination. Make this character yours!