<https://drive.google.com/file/d/1XTpBGTMP800WI_pIDKu_OPLSJRB7P8qA/view?usp=sharing>

This is the download link for the mesh in my game, due to its size I couldn’t upload it to Github so when you download the assets put them in a folder called unreal assets and the project file should be able to find the files so that it can read them.