

Louise's animatable digital double for Unity & Unreal

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Attribution:

"Animatable Digital Double of Louise by Eisko© (www.eisko.com)."



Louise is a sample of our Digital Humans. The present real-time datapack is representative of the nature our animatable digital doubles deliveries in terms of HD geometry, PBR textures, expressions blendshapes and facial rig, tailored for interactive applications (Video games, V-R / A-R, online chatbot...).

This real-time data package encompasses 2 projects: one for Unity 2019 and one for Unreal Engine 4. These integrations exemplify the shading presets which can be considered in state-of-art rendering pipelines. Lighting and post-processing settings are different in both projects

Installation:

Please place the "Eisko-Louise_AnimatableDigitalDouble_for_UnityUnreal" folder under C:\

This package contains:

Louise_UnityProject_2019.2.18f1/

Sample of our Louise's real-time animatable digital double integrated in Unity 2019 HDRP

LouiseUnrealProject 4.24/

Sample of our Louise's real-time animatable digital double integrated in Unreal Engine 4 RTRT