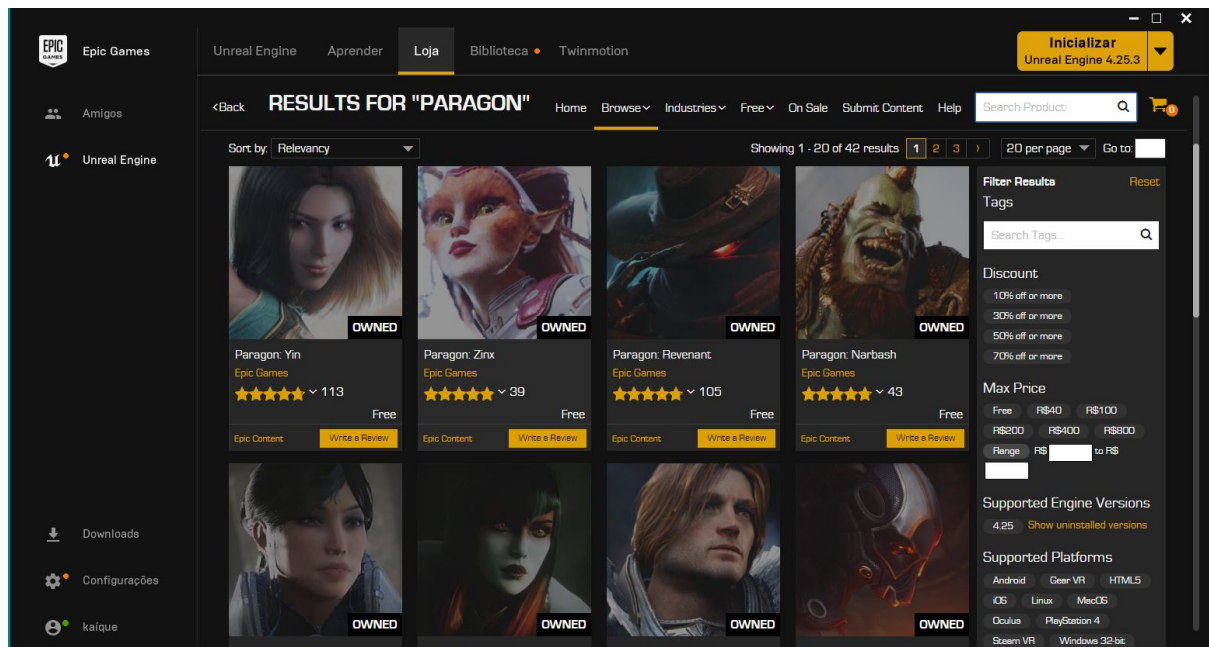
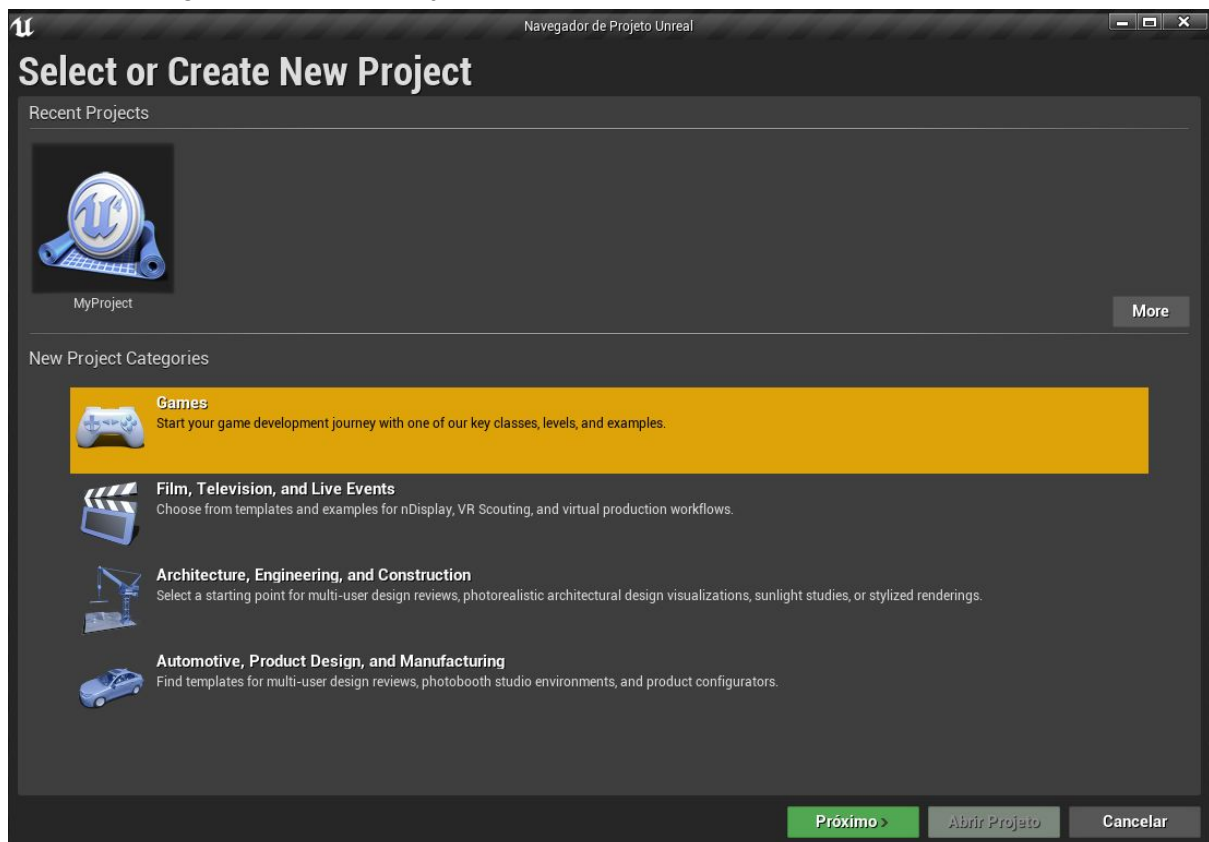
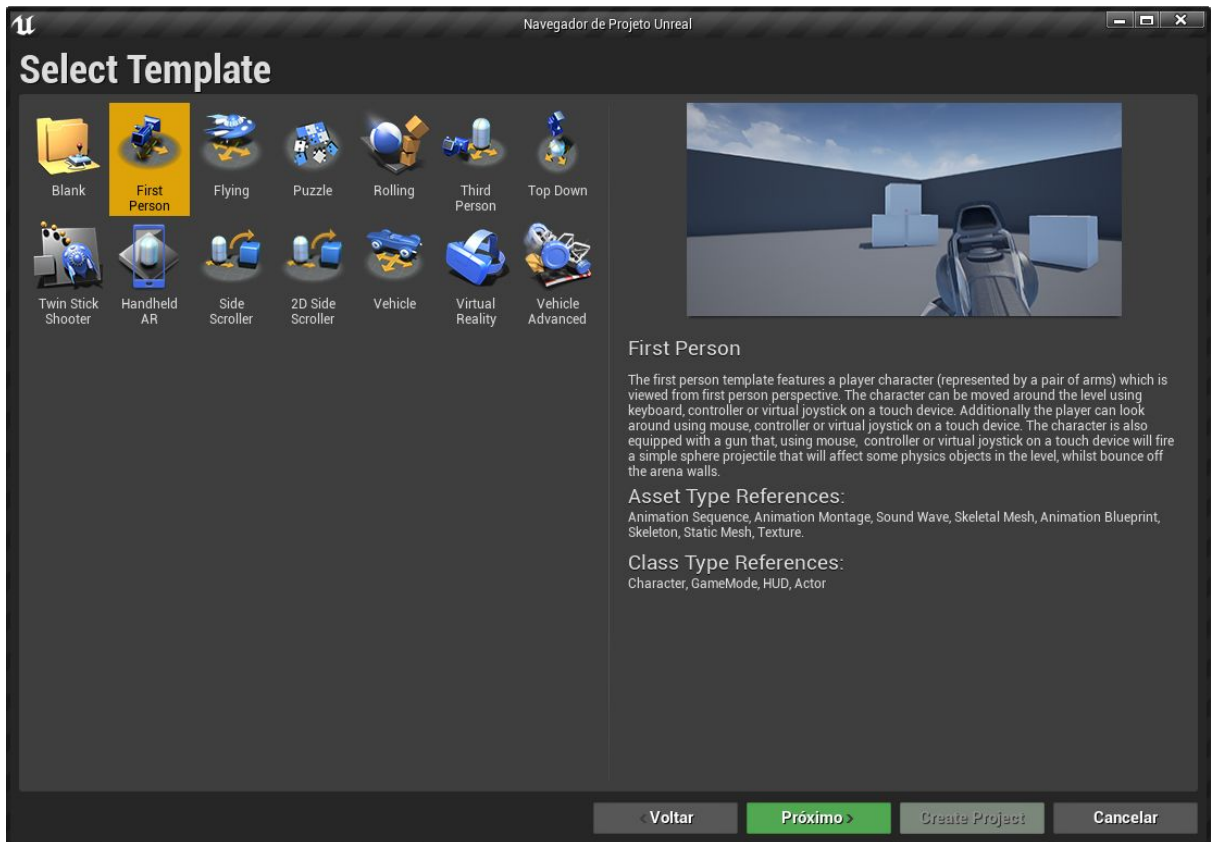


No marketplace, obter os modelos gratuitos do Paragon

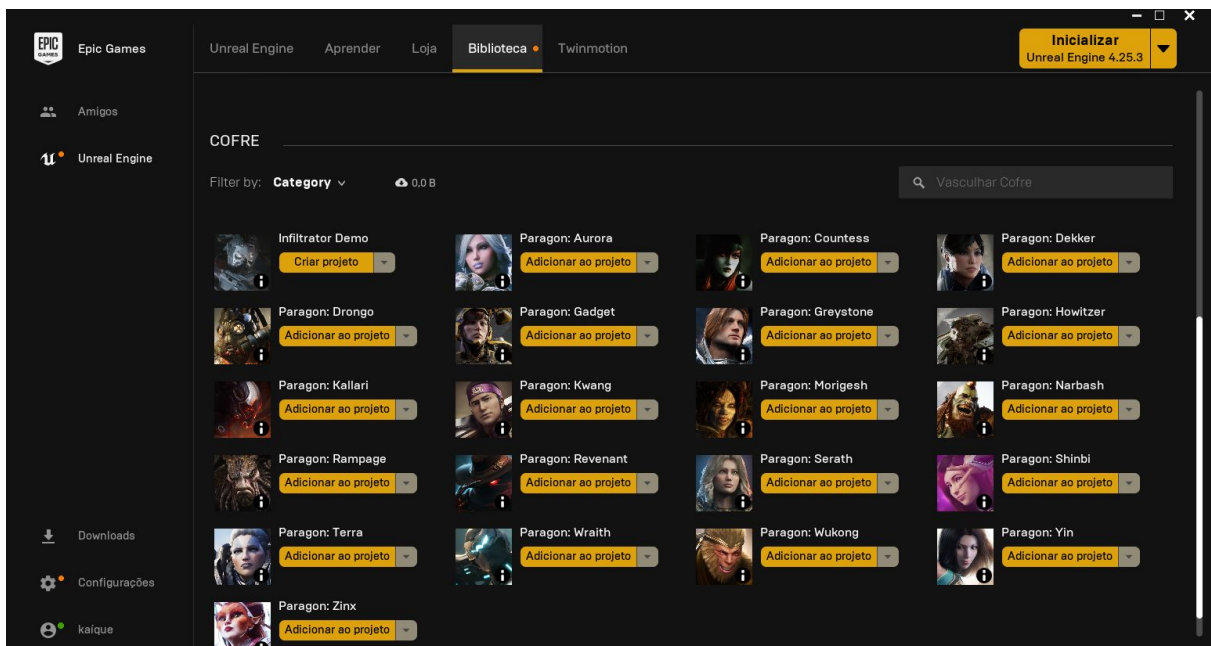


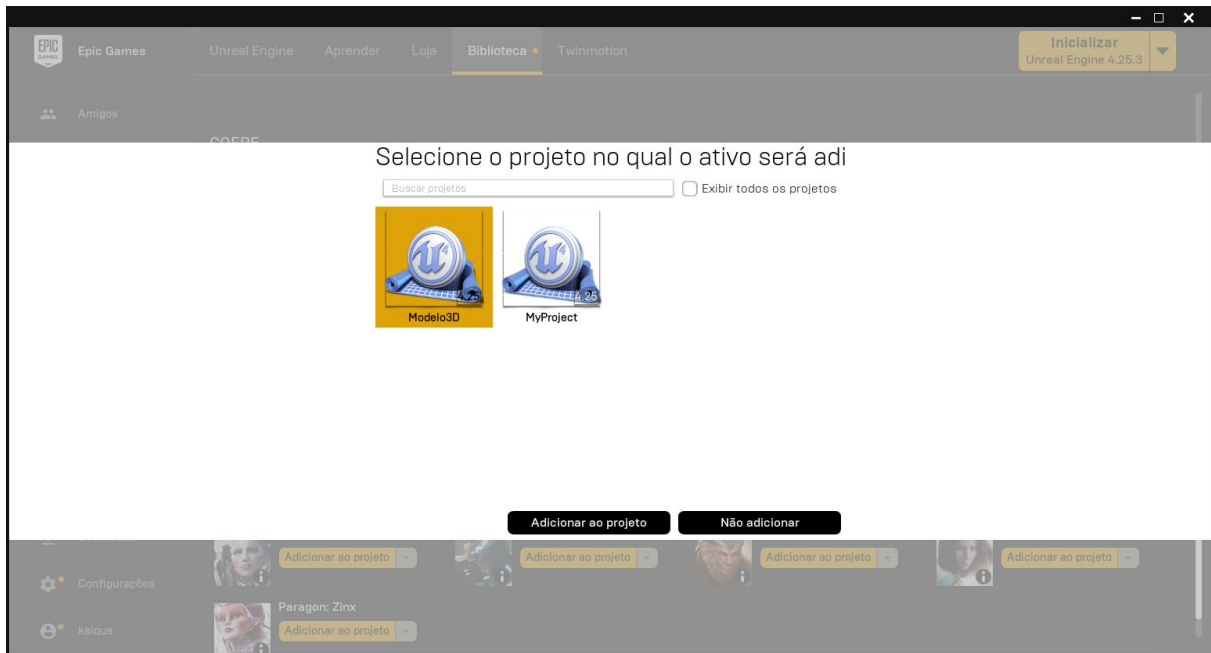
Na Unreal Engine 4, criar um projeto do tipo 'Games', 'First Person'





Na biblioteca, escolher um modelo e o adicionar ao projeto





No Context Browser, selecionar o mesh do modelo adicionado e o arrastar para a view.

