

FF WEAPON PACK



HIGH DETAIL WITH MULTIPLE SKINS

10 SKINS PER WEAPON



4K RESOLUTION

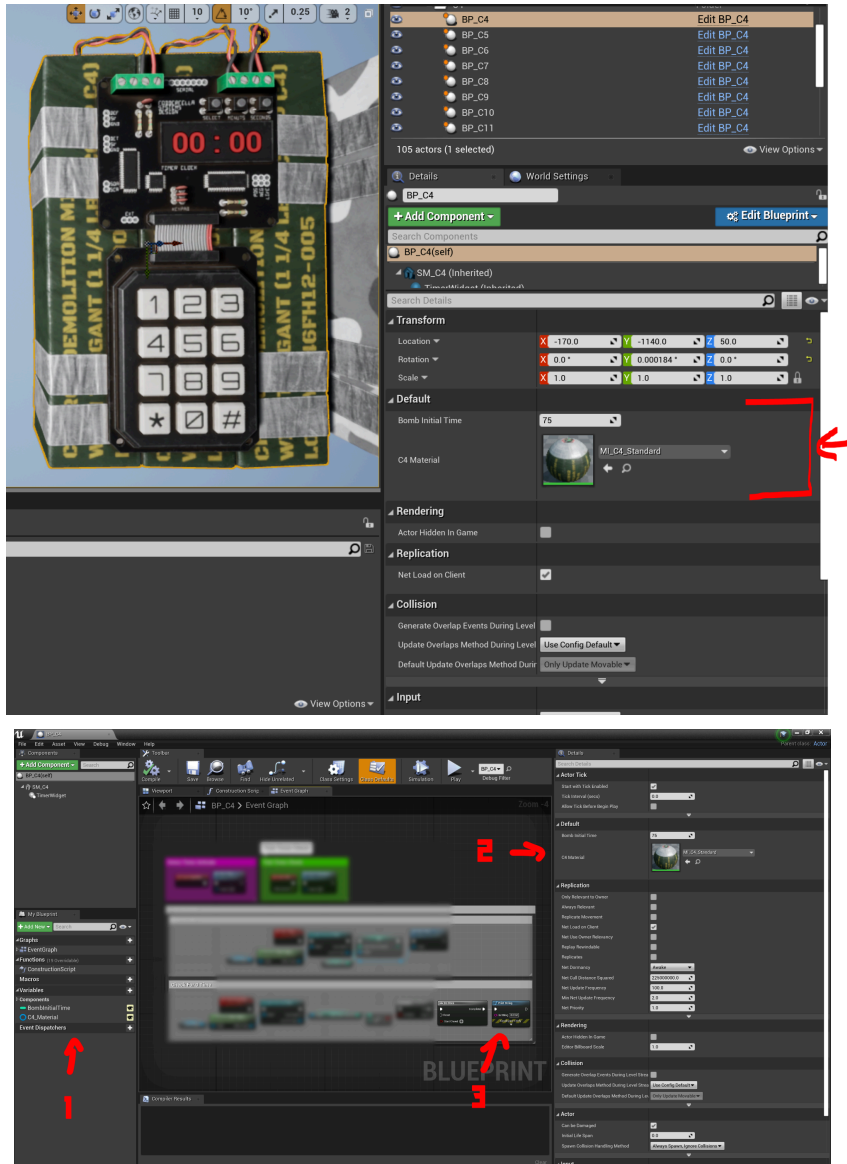
All Skins have a material made for each ready to go, simply switch to the one you like and you're good to go.

AORM = Ambient occlusion, Roughness and Metallic

Each weapon is fully loaded and has a custom collision setup.

C4 Blueprint

The timer and material for the c4 can be changed by selecting the c4 in the scene, as well as in the blueprint itself



1 & 2 timer and material setting
3 output when timer reaches 0

Timer ui is controlled by the c4 blueprint so no action needed for it to update

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