Quick Product Brief

Ambulance

Specpixel Entertainment & Specpixel Outsourcing

A professional publisher/developer, from Melbourne Australia. We are a small group of game developers, who together have over 20 years of experience in the industry, always working together to bring the best out of our projects, for the rush we get out of people enjoying our content. ACN: 653 074 956

Quick Start Open Support Ticket - Need assistance? Send us a message!
Email - business@specpixel.com

Legal Notes & Guidelines

The purpose of the Marketplace is to provide high-quality content to Unreal Engine developers for their commercial projects or educational purposes, and the aim of these guidelines is to make obtaining and distributing great Unreal Engine content easy and beneficial for everyone. Although we'll always do our best to work with sellers to resolve any issues, products may be rejected at any time for failure to meet the criteria outlined in these guidelines. Violation of these guidelines may result in actions against an account, including, but not limited to, removal of products, suspension, or termination of seller/customer accounts. These guidelines are subject to change. Please be sure to review these guidelines often. For More Visit: https://www.unrealengine.com/en-US/marketplace-guidelines

Features:
Ambulance Vehicle model (Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects. Drivable vehicle ("Turn left, Turn right, Accelerate, Break,") HUD displaying gears, when driving. (Speed & Gears)

Your Project:
Simply, add the asset to your project, and use the provided mesh to use for your vehicle rig. We are not able to provide documentation on how to use this mesh in your project, because it depends on how your vehicle's are set up in your game.

Most projects follow a similar process, of using the amatures on the model to rotate the wheels, but we provide you with a static mesh.