

## Unreal Engine - Limb Based Medical Component with Animated Medical Items (Engine version 4.27, 5.0 -5.1)

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### Unreal Engine - Limb Based Medical Component with Animated Medical Items:

Introducing our Medical Component, designed to seamlessly integrate limb-based medical systems into your game with over 150 customizable variables. With 80+ functions, 35 blueprints, and 11+ Food & Medical Items, along with 29 animations for treating various medical conditions, this component offers unparalleled flexibility.

#### Key Player Stats/Attributes include:

- Health: Aggregated health value of all limbs; reaching zero results in player death.
- Temperature: Reflects the player's current body temperature.
- Weight: Tracks the player's current weight, factoring in equipped items and inventory.
- Stamina: Drains and regenerates based on movement, weight, and active side-effects; low stamina restricts sprinting and jumping.
- Hydration: Decreases with movement, weight, and active side-effects; dehydration occurs at zero hydration.
- Energy: Drains due to movement, weight, and active side-effects; fatigue sets in at zero energy.
- Oxygen: Depletes when underwater, leading to hypoxia if left depleted for too long.
- Blood: When enabled, bleed effects draw from this pool instead of limb health.

#### Default Limbs/Body Parts include:

- Head
- Torso
- Stomach
- Left Arm
- Right Arm
- Left Leg
- Right Leg

Empower your game with the intricacies of limb-based medical systems, finely tuned to cater to your specific requirements.

- **Effortless Setup and Integration:** Achieve full functionality in just 10-15 minutes on average.
- **Multiplayer Compatibility:** Seamlessly replicated for multiplayer environments.
- **Customizable Medical UI & HUD:** Tailor the user interface to suit your game's aesthetic and requirements.
- **Variety of Status Effects:** Over 19 distinct medical conditions to add depth and challenge.
- **Immersive Animations:** Authentic first-person animations, complemented by visually appealing full-body third-person animations.
- **Animated Medical Items:** 11 animated medical items for realistic treatment scenarios.
- **Animated Food Items:** Enhance gameplay with 2 animated food items.
- **Dynamic Blood Trails:** Witness blood trails when experiencing heavy bleeding effects, adding realism and urgency.
- **Post-Process Effects:** Elevate the visual experience with post-process effects for heightened immersion.



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