



Unreal Engine - EnviroSense: Immersive Hand IK UE5.3

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Unreal Engine - EnviroSense: Immersive Hand IK UE5.3: Introducing EnviroSense: Immersive Hand IK, a modular asset designed to enhance gameplay immersion by enabling procedural hand placement and environmental interaction. This asset allows humanoid characters to dynamically interact with gameplay objects, such as switches, levers, and keypads, without requiring dedicated animations.

Important Notes:

- IK interactions rely on animation blueprint post-processing and twist bones. The quality of the character model used may affect IK performance.
- Tested with default UE5 mannequins and Metahuman.

Assets Included:

- Blueprints: 34
- Animation Blueprints: 3
- Static Meshes: 43
- Animations: 7
- Materials: 10
- Textures: 20

EnviroSense provides a versatile solution for procedural hand placement and interaction in gameplay environments, enhancing immersion and player engagement.

- Modular asset enabling procedural hand placement and interaction.
- Customizable object sensing parameters for IK engagement times, hand specificity, animations, and more.
- Supports UE5/4 Mannequin and Metahuman skeletons.
- Replication for multiplayer use.
- Demo map and objects included for illustration.



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