



## Unreal Engine - Blueprints The Immersive Template (Engine version 4.27, 5.0-5.3)

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### Unreal Engine - Blueprints The Immersive Template:

- Objects: Interact with various objects in the environment.
- Locations: Explore different locations within the game world.
- Interactions: Engage with objects through interactive actions.
- Key Cards & Automatic Doors: Utilize key cards to access automatic sliding doors.
- Chairs: Sit or lie down on different types of chairs.
- Bed: Interact with a bed for resting or sleeping.
- Footstep System: Experience realistic footstep sounds based on surface materials.
- Locomotion System: Navigate the environment with a comprehensive movement system.
- Doors: Open and close doors for access to different areas.

### DETAILS:

- Use Hand IK (Left, Right, Both Hands) for precise object manipulation.
- Dynamically pick up objects at different heights (High, Mid, Low).
- Customize holding animations for each object.
- Experience full-body and upper-body animations while moving or stationary.
- Place and throw objects freely within the game world.
- Specify exact positions for object placement.
- Highlight locations with object-specific colors (blue, red, gold).
- Manage key card inventory and access automatic sliding doors accordingly.
- Sit, lie down, and perform additional actions with held objects.
- Perform crouching, crawling, sprinting, and rolling actions, including overhead checks.



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