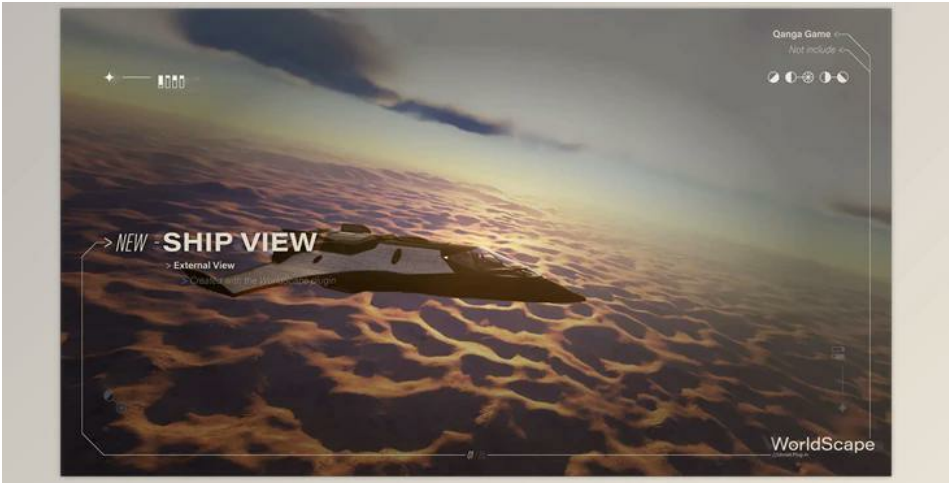




Unreal Engine - WorldScape Plugin - Making real planets and Endless worlds

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Unreal Engine - WorldScape Plugin - Making real planets and Endless worlds:

Discover the boundless possibilities of world creation with the Worldscape plugin for Unreal Engine. Powered by 64-bit precision geometry technology, this plugin enables effortless crafting of infinite flat and spherical worlds for both single-player and multiplayer games. The instanced and multithreaded procedural foliage generation brings your terrain to life seamlessly.

- **Infinite World Creation:** Craft both flat and spherical worlds effortlessly.
- **64-Bit Precision Geometry:** Utilize advanced precision technology for enhanced world detailing.
- **Procedural Foliage Generation:** Instanced and multithreaded for dynamic and lifelike terrains.
- **Heightmap Import:** Tailor your terrain by importing 8-bit or 16-bit heightmaps, applying them as decals.
- **Customizable Biome System:** Noise-based biome system in C++ allows for tailored environmental diversity.
- **Realistic Lighting for Planets:** Enhance visual immersion with realistic lighting effects.
- **Procedural Surface Materials:** Craft diverse surface materials procedurally for a unique world.
- **Custom Gravity for Planets:** Tailor gravity settings for a more realistic gaming experience.
- **Seamless Takeoff and Landing:** Achieve realistic transitions without loading screens.

Technical Details:

- **Terrain Scalability:** Infinitely large and tiny flat/spherical worlds.
- **Terrain Level of Detail:** Smart terrain LOD for optimal performance.
- **Procedural Foliage Parameters:** Generation based on temperature, humidity, height, noise mask, slope parameters, and clusters.
- **Customizable Biome System:** Noise-based and customizable in C++.
- **Materials Procedural for Surface:** Dynamic surface material creation.
- **Demo Levels:** 12 demo levels for quick exploration.
- **Baker Tools:** Includes 3 Baker Tools for added functionality.
- **C++ Sources:** Access and modify all C++ sources for customization.

Server Compatibility:

- **Ready for DedicatedServer & ListenServer.**

Embark on a journey of limitless world creation with the Worldscape plugin, offering comprehensive tools and features for creating expansive and immersive gaming environments.



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