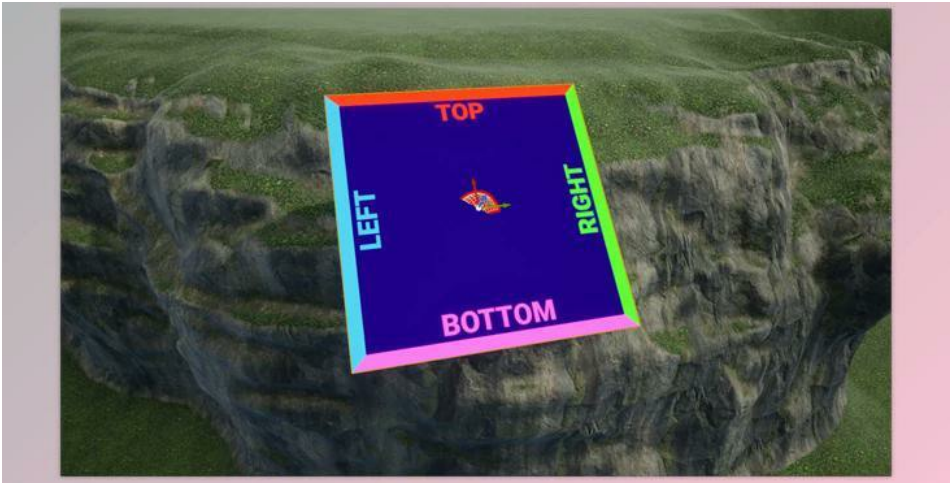




Unreal Engine - USurfaceMesh

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Unreal Engine - USurfaceMesh:

The USurfaceMesh plugin is designed to facilitate the creation of customized static meshes within the Unreal Editor. These procedural meshes seamlessly integrate with existing scenes by projecting onto any mesh or landscape with smooth blending. The tool operates on a grid-based system, serving various purposes such as crafting terrain-blended rocks and cliffs. Additionally, it captures surface height information and auto-paints vertex colors for realistic integration.

This versatile plugin empowers users to tailor static meshes to specific locations. By projecting meshes onto surfaces, users can refine and customize them using diverse height textures. The plugin allows for stamping the mesh onto surfaces, enabling easy recreation for further modifications. Moreover, it provides the capability to capture surface height, rendering the data into target textures for repeated use. Users can interchange textures seamlessly, adjusting height variations and layering height details with ease. The plugin also incorporates masking and flattening features, utilizing textures and included settings.

It's important to note that this plugin is exclusively intended for use within the Unreal Editor, enhancing the efficiency of mesh creation and customization in the editing environment.

- Generate a grid mesh from diverse height textures.
- Design bespoke rocks, cliffs, and mud mounds.
- Craft water bodies that automatically fill their container.
- Seamlessly project onto any mesh for realistic integration.
- Efficiently remove unnecessary polygons.
- Combine multiple surface meshes for a cohesive design.
- Capture surface height information from any existing surface.
- Convert high-poly to low-poly meshes using surface data.
- Create meshes with curved elements for added complexity.
- Comprehensive landscape material support with multiple layers.
- Robust mesh material functionality with layer customization.



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