



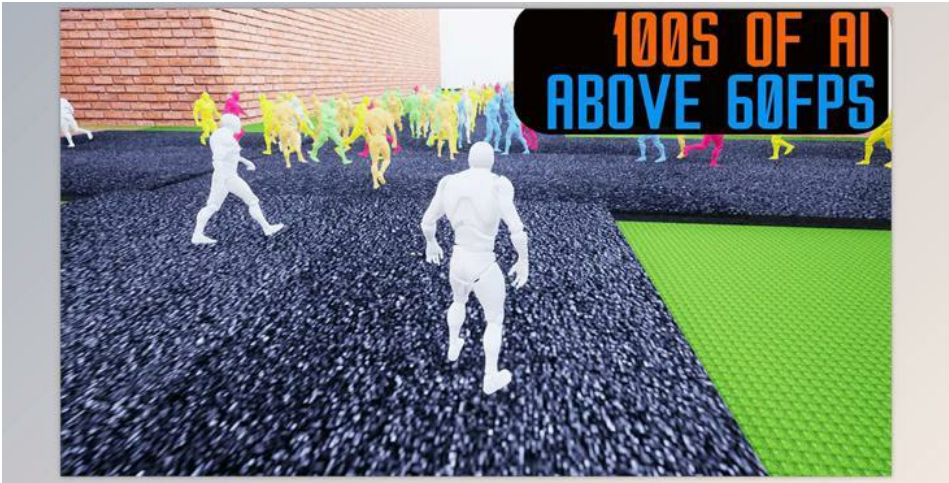
Unreal Engine - Procedural NPC Crowds V2

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Unreal Engine - Procedural NPC Crowds V2:

Effortlessly bring large-scale, realistic crowd and pedestrian systems to life with the Procedural NPC Crowds plugin. This powerful tool enables the implementation of procedural behaviors with exceptional performance, allowing for the creation of bustling cities and dynamic environments. With the ability to handle hundreds of AI entities on screen simultaneously, it's adaptable to various levels and projects, offering high framerate ranging from 60 to 120+ FPS based on scalability.

- **Highly Optimized:** Achieve outstanding performance with hundreds of AI entities on screen simultaneously.
- **Blueprint Integration:** Designed for easy implementation through blueprints, extensible with custom functionality and behaviors.
- **Behavior Tree Utilization:** Employ behavior trees for customizable and optimized NPC behaviors.
- **C++ Behavior Tasks:** Included behavior tasks are written in C++ for swift execution.
- **Procedural Pathfinding:** Intelligent NPC movement throughout the world with minimal logic required.
- **Dynamic Asset Customization:** Procedurally set the Skeletal Mesh of the character or the Material of the Skeletal Mesh.
- **Optimization Components:** Load or unload character classes based on the player's distance, enhancing performance.

Technical Details:

- **Code Modules:** Pedestrian_System - RunTime
- **Number of Blueprints:** 11
- **Number of C++ Classes:** 4
- **Network Replicated:** Yes

Supported Platforms:

- **Development Platforms:** Windows 64 bit, MacOS
- **Target Build Platforms:** Windows 64 bit, MacOS, iOS, Android

Quickly integrate realistic crowd systems into your project using the Procedural NPC Crowds plugin, offering both flexibility and exceptional performance.



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