



Unreal Engine - Advanced Fly Insects System

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Unreal Engine - Advanced Fly Insects System:

Introducing an Advanced Fly Insects System, designed for seamless integration and easy use in creating realistic swarms of flies, wasps, butterflies, mosquitoes, and various flying bugs. The system is user-friendly and requires minimal effort for implementation, offering a streamlined experience.

Easy Implementation:

- Simple to use with just one C++ class and one actor blueprint
- Minimal setup for quick integration into your project

Versatile Insect Variety:

- Supports a range of flying insects such as flies, wasps, butterflies, and mosquitoes
- Enhance realism with varied insect behaviors and reactions

Mesh Assets:

- Two insect static meshes and one hive static mesh provided
- Diverse visual options to suit different insect species

Materials:

- Four materials designed for insect rendering
- Facilitates customization and visual diversity

Texture Resolutions:

- High-quality texture resolutions at 1024x1024
- Ensures detailed and realistic insect representations

C++ Core Code:

- The core functionality is implemented in C++
- Optimized performance and functionality for seamless integration

No C++ Knowledge Required:

- User-friendly design that doesn't demand extensive knowledge of C++
- Enables developers of varying skill levels to implement the system effortlessly

Code Modules:

- FlyInsectsSystem (Type: Runtime)
- Centralized code modules for organized and efficient functionality

Whether you're creating a buzzing swarm or a serene scene with butterflies, the Advanced Fly Insects System provides a robust foundation, allowing developers to easily incorporate dynamic insect behavior, collisions, and interactions into their projects.



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