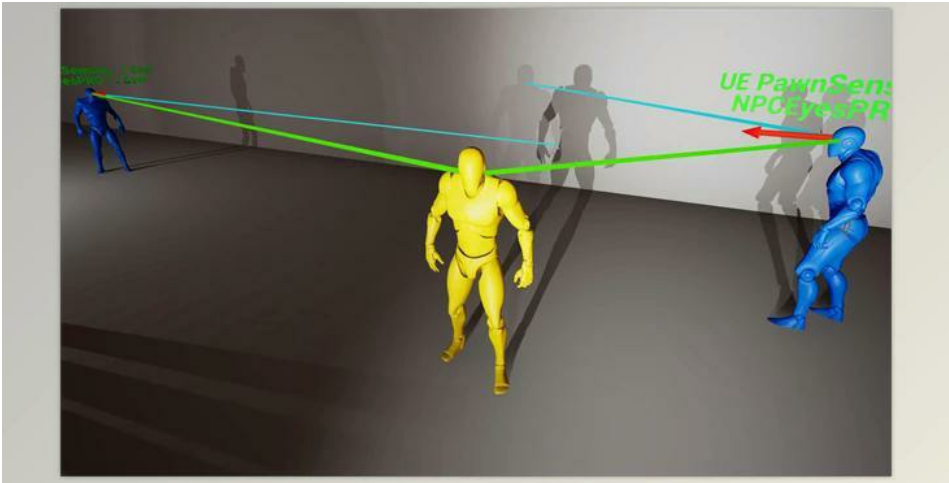




Unreal Engine - NPC Eyes Sight System - PRO

2025-02-10 16:49:03 [label](#) [我要反馈](#) [下载页面](#)



Unreal Engine - NPC Eyes Sight System - PRO:

This sophisticated system is tailored for creating top-tier stealth games, utilizing an advanced approach for pinpointing actors. It employs points on the actor's skeletal mesh, allowing precision even when the entire character is partially concealed behind obstacles. Unlike traditional PawnSensing, this system excels in realistic scenarios, ensuring NPCs can accurately detect characters based on specific skeletal mesh points. You have the flexibility to add numerous points according to your project's requirements, enabling comprehensive customization.

In the PRO version, a groundbreaking addition allows NPCs to perceive shadows cast by their adversaries. The system utilizes points on the skeletal mesh for shadow detection. With this feature enabled, NPCs can identify targets solely when illuminated by a colored light source, providing a nuanced level of stealth dynamics. Configuration options are available to specify distinct reactions based on whether the NPC detects a shadow or the character.

- Operates in the background thread for optimal performance.
- Utilizes skeletal mesh points for precise actor pinpointing.
- NPCs can perceive shadows cast by opponents.
- Customizable reactions based on shadow detection or character visibility.
- All code is written in C++.
- User-friendly and doesn't require in-depth knowledge of C++.

Code Modules:

- NPCEyesSightProComponent (Type: Runtime)
- NPCEyesPointsPro (Type: Runtime)

This system ensures a seamless and realistic stealth experience by harnessing the power of C++ in the background thread, providing both efficiency and flexibility for your stealth game development needs.



去下载

标签

- Unreal Engine
- 平面设计
- Other

产品数量
已有 42647个

付费会员
已有 1676位

价值评估
商业价值约 ¥6635.87万元

下载数量
已下载 222908次