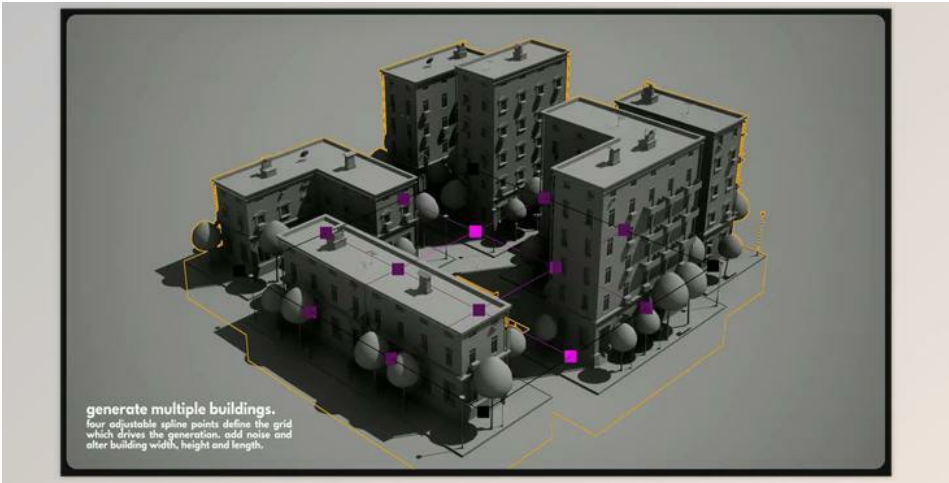




Unreal engine - Building Generator v5.0

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Unreal engine - Building Generator v5.0:

Introducing Building Generator, a versatile blueprint-based tool designed to swiftly create buildings in your game environment. Utilizing a spline-based algorithm, this system empowers developers to effortlessly generate structures with full control over their primary shape and layout. Whether you're constructing individual buildings or entire city blocks, Building Generator streamlines the process with its intuitive features and customization options.

- **Mesh Interchangeability:** Easily swap out meshes to customize building elements, with the exception of procedural meshes like curbs, cornices, and roofs.
- **Dynamic Spline System:** Effortlessly adjust building shapes to conform to terrain contours using an intuitive spline control system.
- **Flexible Parameter Control:** Customize building dimensions such as height, width, and length, with the option to add random variations for dynamic results.
- **Procedural Roof Types:** Choose from four roof types including gable, hip, shed, and flat roofs, enhancing architectural variety.
- **Additional Building Features:** Incorporate courtyards, terraced buildings, and optional spawnable meshes for enhanced detail and realism.
- **Free-Form Mode:** Exercise precise control over individual spline points to create custom building footprints and layouts.
- **Interior Support:** Easily include floors and stairs within generated buildings for added depth and functionality.
- **Runtime Generation:** Generate buildings dynamically during gameplay for on-the-fly world creation and immersion.
- **Mesh Scaling Options:** Automatically scale meshes to fit perfectly or utilize non-scale circle-circle intersection methods for non-scaled building meshes.
- **Custom Data Integration:** Attach custom data to building meshes, signs, and socket meshes for enhanced functionality and interaction.
- **Procedural Mesh Features:** Customize curb and cornice profiles using curves, spawn meshes based on sockets, and incorporate balconies, gutters, trees, and more.
- **Merge Tool Compatibility:** Easily bake buildings down to static meshes using Unreal Engine's merge tool for optimized performance and efficiency.
- **Automatic Forward Axis:** Ensure proper alignment of building meshes with automatic forward axis adjustment.

Building Generator empowers developers to create immersive and detailed environments with ease, offering a robust set of tools and features to bring architectural visions to life in your game world.



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