Unreal Engine - Blueprints Fluid Flux v2 (Engine version 5.2)

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Unreal Engine - Blueprints Fluid Flux v2 (Engine version 5.2):

Introducing Fluid Flux, an advanced water system driven by real-time 2D shallow-water simulations, packed with features to enhance your game environment:

- Real-time Shallow Water Simulation: Modify fluid data, generate waves, and extend the interface in real-time.
- Fluid Surface Rendering: Render fluid surfaces with realistic effects such as caustics, wetness, underwater effects, waterlines, advected foam, advected waves, and seamless blending with the ocean. Dynamic audio detection adds to the immersion.
- Fluid Interaction: Experience fluid interaction with optimized ripple solvers that move with characters, ensuring minimal resource consumption.
- Ocean Wave Blending: Seamlessly blend ocean wave heights in a single pass, enhancing realism and visual appeal.
- Niagara Environment Interaction: Enjoy high-quality effects, including bouncy animated plants, character swimming, and boat interactions.
- Efficient GPU-Friendly Implementation: Designed with the "Keep It Simple, Stupid" rule in mind, ensuring clean, efficient, and GPU-friendly performance with a compact memory footprint.
- Ultra-fast Static Mesh Generation: Utilize a tool to generate static meshes with flow maps baked into vertex colors for enhanced efficiency.
- Advanced Fluid State Management: Manage fluid states efficiently, including loading states during gameplay.
- Niagara Fluid Async Readback System: Easily sample height and fluid flow in blueprints using Niagara fluid async readback.
- Dynamic Audio Analyzer: Position sound sources based on fluid movement for immersive audio experiences.
- Example Maps: Includes four example maps – beach, island, river, and baked static river – to showcase system capabilities.
- Velocity-based Fluid Flow Advection: Utilize advanced fluid flow advection methods for foam, caustics, and waves.
- Water Cross-section Rendering: Render water cross-sections for added detail and realism.
- Large-scale Nonsimulated Coastlines: Create expansive coastlines up to 10x10 km with wave break technology based on wave profiles.
- Infinite Mesh Grid Rendering: Render infinite mesh grids using Niagara, allowing for expansive environments.
- Watercolor Presentations: Enhance visuals with watercolor presets, advanced scattering settings, and brush painter tools.
- Underwater Effects: Utilize SLW material mode for underwater effects, seamlessly integrating with changeable time-of-day settings.
- Experience the power and versatility of Fluid Flux to bring your game environments to life with stunning water simulations and effects.

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