Unreal Engine - Code Plugins Riverology v5.1

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平面设计

Unreal Engine - Code Plugins Riverology v5.1: Introducing Riverology, a comprehensive solution for the simulation of rivers and streams, their associated processes, deposits, and landforms. Riverology utilizes mathematical wave Real-Time technology, optimized for performance on desktop computers and video game consoles, achieving a Real-Time (120FPS) experience.

- Gerstner Wave: Utilizes Gerstner waves for realistic river simulation.
- Game Ready: Ready for integration into video games.
- Landscape Paint Layers: Enhance the visual appeal with landscape paint layers.
- Swimming System: Incorporates a swimming system for added realism and immersion.
- Underwater Sound System: Features an underwater sound system for a more immersive experience.
- Automatic Distance Field Water Flow Map: Generates a water flow map automatically using distance fields.
- LOD System for River Surface: Implements a LOD system for the river surface.
- River Deformation: The river can be deformed dynamically.
- Waterfall Generator: Includes a waterfall generator for creating stunning waterfalls.
- Terrain Deformation: No need to edit layers, terrain deformation is seamlessly integrated.
- Spline-Based Sound System: Utilizes a spline-based sound system for accurate sound placement.
- Sound Effects: Includes various sound effects to enhance realism.
- Billboards: Incorporates billboards for optimized rendering.
- UE5 Compatibility: Compatible with Unreal Engine 5.
- Waterline: Simulates the waterline for added realism.
- Flow-Based Buoyancy: Implements a flow-based buoyancy system.
- Transparency: Realistic transparency effects for the water.
- Advanced Wave Modifier: Features an advanced wave modifier for realistic wave simulation.
- Subsurface Scattering: Utilizes subsurface scattering for a more realistic water appearance.
- New Distance Field Mask: Utilizes a new distance field mask for enhanced effects.
- Advanced Details Selector: Allows for the selection of advanced details for customization.
- Underwater Effects: Realistic effects for underwater scenes.
- God Rays: Stunning God Rays effects for added visual appeal.
- Caustics: Implements caustics for a more immersive experience.
- Foam Generator: Includes a procedural foam generator for creating foam effects.
- Procedural Foam: Procedural foam generation for great heights.
- Advanced Refraction: Utilizes advanced refraction for realistic wawater-bendingffects.
- Advanced Normals System: Features an advanced normals system for improved visuals.
- Fog Adaptation: Fog that adapts to the state of light for added realism.
- Small Spline Lake: Small spline-based lake included for diverse environments.
- Scanned Trees: Features scanned trees for added realism.
- Scanned Rocks: Includes scanned rocks for a more authentic environment.
- Multiple Environments: Offers multiple environments for varied scenes.
- Open-World Ready: All assets are optimized and ready for use in open-world games.

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