Unreal engine - Smart Locomotion

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Unreal engine - Smart Locomotion:

Smart Locomotion provides game developers with an efficient and user-friendly solution for implementing a well-crafted and seamless locomotion system in their games. This template is designed for ease of use and high customization, offering a robust foundation for development or learning purposes. If you're looking for a locomotion system without the complexities and confusion found in other solutions, this product is the ideal choice.

- Replicated and Optimized for Multiplayer: Ensures smooth and consistent performance in multiplayer environments.
- FPS and TPS Cameras: Supports both First-Person Shooter (FPS) and Third-Person Shooter (TPS) camera perspectives.
- Diverse Locomotion Options: Walk, run, crouch, and swim locomotions provide versatility for various in-game scenarios.
- Combat Stances: Includes sword and pistol combat stances for engaging and dynamic gameplay.
- Parkour System: Incorporates mantling, vaulting, sliding, and rolling for enhanced agility and movement.
- Procedural Ladders: Realistic climbing experience with procedural ladder systems.
- Ragdoll and Recoveries: Adds realism to character interactions with ragdoll physics and recovery animations.
- AI Support: Full support for Artificial Intelligence, enhancing NPC interactions and behaviors.
- Procedural Leaning: Achieves realistic leaning while walking and running, adding immersion to character movements.
- Footstep Sounds: Includes sounds with surface type differentiation, enhancing audio feedback for players.
- Swimming with Water Volume: Seamlessly integrates swimming mechanics with water volume in the game world.
- Foot Inverse Kinematics (IK) Placement: Ensures accurate foot placement on uneven terrain for realistic animations.
- Camera Tilting: Left, right, and up camera tilting with shoulder switch functionality.
- Semi-Procedural Turn-in Place: Enhances character turning animations with a semi-procedural approach.
- Procedural Aiming: Provides dynamic and realistic aiming animations for a more immersive experience.
- Free Look: Allows players to freely look around the environment, enhancing exploration.
- Rotation Mode Toggle: Easy switching between rotation modes with the help of debug arrows.
- Procedural Leaning (Right and Left): Adds realistic leaning animations for enhanced character movements.
- 50+ High-Quality Animations: Includes a variety of animations for smooth and natural character interactions.
- 40+ High-Quality Sounds: Enhances gameplay with a diverse set of high-quality audio feedback.
- Easy Integration: Utilizes actor components for easy integration, optimized with multi-threaded animation updates. The interface blueprint and code are clear, without unnecessary complexity, and extensively commented for clarity.

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标签

Unreal Engine   3D-Models

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