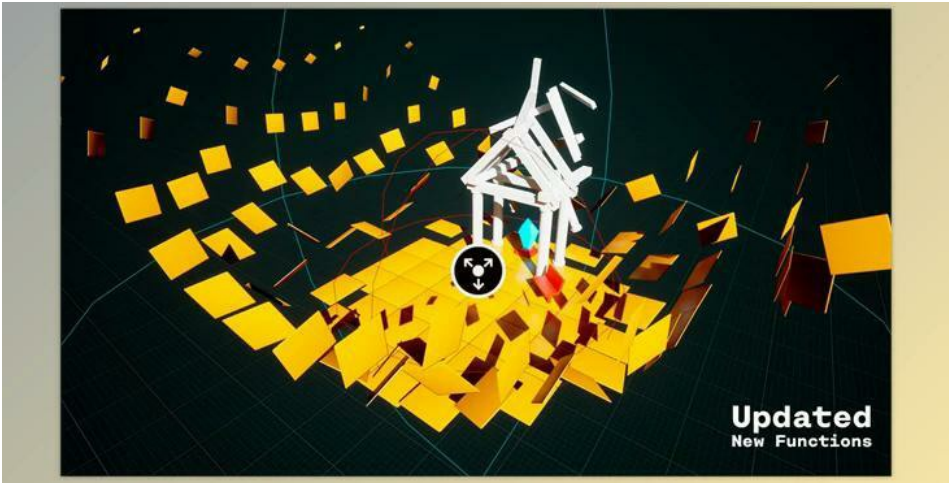




Unreal Engine - Transform Effector (Engine version 5.0- 5.1)

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Unreal Engine - Transform Effector: Create motion graphics effects in seconds with this drag-and-drop easy-to-use blueprint for animations, motion graphics, building effects, growing animations, and more. It's usable for any actors; just tag them and start animating.

- 2 Main Solver Blueprints: BP_TE_Solver and BP_Transform_Effector_V2
- 9 Transform Effector BP Presets
- 4 Extra Blueprints: BP_Deconstruct, BP_SinMovement, and 2x BP_ExternalInput
- 12 Easing Curves presets
- 14 Maps with detailed descriptions and use cases
- Third-person example map with Transform Effector
- Sequencer example map with Transform Effector
- 7 Static Meshes - Test geometry (cubes, crystals, columns, spheres, etc.)
- 11 Basic Color materials
- The old version of BPs: 5 Blueprints of V1 (not compatible with V2)



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