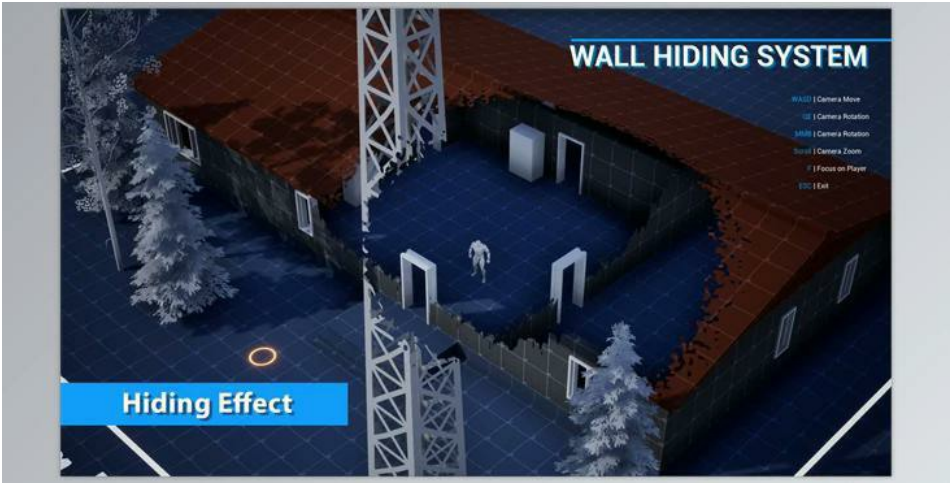




Unreal Engine - Wall Hiding System

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Unreal Engine - Wall Hiding System:

This asset offers a comprehensive set of Material Functions tailored for concealing walls, vegetation, and various objects in top-down game environments.

Designed with precision in mind, the focus is on selectively hiding walls based on the player character's location. The entire functionality is achieved through a shader, requiring only the definition of coordinates for areas to hide within Blueprints, such as those around the player character. Integration is simplified by connecting one of the functions to the Opacity Mask channel of your material, as demonstrated in the included examples.

- 7 customizable material hiding functions for walls, roofs, vegetation, and other objects
- Shadows cast by hidden objects are supported
- Compatibility with mesh rotation and any camera angle
- Ability to add multiple targets for hiding
- Seamless integration with decals
- Inclusion of a character outlining material for post-processing effects

Refer to the documentation for detailed information on usage and additional examples, and explore the demo for insights into combining functions with vegetation masks.



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