



Unreal engine - Chaos Prop Destruction System v5.3

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Unreal engine - Chaos Prop Destruction System v5.3: Introducing the Chaos Prop Destruction System, designed for quickly creating game-ready destructible props using Geometry Collections. This system seamlessly integrates prop destruction into your Unreal Engine 5 game, leveraging the power of Unreal 5's Geometry Collections and Chaos Physics System.

This pack includes 22 game-ready destructible prop and weapon samples, each set up with Niagara Particles and sound effects, ready to enhance your gaming experience.

Optimization and Compatibility:

- This system allows you to utilize the optimization and ease of production offered by Chaos and Geometry Collections, eliminating the implementation issues often associated with small-scale real-time destruction.
- Semi-compatibility with Lumen enables bounce GI and occlusion from prop actors, extending beyond screen-space limitations.

Fast Setup:

- Props utilize the Geometry Collection asset type, eliminating the need for separate destroyed meshes typically required by destruction systems.
- Fractured assets can be effortlessly produced using an engine using the engineacture tool.

Easy Integration:

- The Chaos Prop Destruction System seamlessly integrates into larger game projects and works with action animations and melee weapon types out of the box.
- It's ideal for action RPG game projects, especially those in the Souls-like subgenre.
- Physically accurate Prop Destruction via weapon swings, character actions, projectiles, and more.
- Simple two-step setup for new game-ready props.
- Component-based single-step setup for destructor characters.
- Refined, customizable optimization methods for props.
- Various instance-editable collision modes for props.
- 22 game-ready destructible prop samples with particles and destruction sounds.
- 100% blueprint framework, heavily commented and documented.
- Extendable functionality on breaks, collisions, etc.
- Anim Notify-driven character destruction functionality.
- Lumen support for pre-fractured props.
- Nanite compatibility for props (static meshes and Geometry Collections).
- Custom physics field generator actor without superfluous functionality.
- Physics fields filtered to avoid issues with Chaos Cloth Physics (demo character features cloth physics to test interactions).



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标签

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