



Unreal engine - Vehicle Variety First Person Vehicle Interaction System (FPVIS) v5.0

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Introducing a dynamic and immersive pack featuring four fully interactable vehicles along with a first-person character controller and a comprehensive vehicle interaction system. This pack is equipped with everything you need for AAA games and animations, providing an optimal blend of realism and functionality. The Chaos Vehicles Plugin is required for the Unreal 5 version of this pack.

Included Assets:

Vehicles:

- Sedan
- Box Truck (Delivery Variant)
- SUV
- Campervan (Complete with entire rear interior!)

Character Controller:

- First-person character controller with an interactive system for seamless navigation, interaction with vehicles, and object manipulation.

Vehicle Control System:

- Drivable vehicles with openable doors and a world space HUD for an immersive gaming experience.

Additional Props:

- 31 extra props, including parcels, traffic cones, and road barriers, enhancing the versatility of your game environment.
- **Optimized Geometry:** Maintaining optimal and simple geometry for efficient performance.
- **High-Quality Textures:** 4K high-quality textures for realistic visuals.
- **Blueprint System:** A fully interactive blueprint system allowing door openings, physics object pickups, and seamless first-person interaction with vehicles.
- **Supporting Documentation:** Comprehensive documentation provided to facilitate easy integration into your own projects.
- **Playground Level:** Included level for testing and playing with the vehicles.

Known Bugs:

- **Input Persistence:** Vehicles maintain input after exiting (acceleration, brakes, and turning). Resets are required manually.
- **Physics Behavior:** Unreal 4 PhysX bugs may lead to unpredictable vehicle physics behavior. Unreal 5 with Chaos is recommended for enhanced stability.
- **Wheel Movement in UE5:** Snappy wheel movement in UE5 requires refactoring.

Technical Details:

- **Number of Unique Meshes:** 4 vehicles + 31 props
- **Collision:** Yes (Custom and automatically generated)
- **Vertex Count:** Average 30K - 40K



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- **LODs:** No
- **Materials:** 5 Materials and 43 Material Instances
- **Textures:** 130 (4K resolution)
- **Supported Platforms:**
 - Windows: Yes
 - Mac: Yes

This pack is your go-to solution for incorporating realistic and interactive vehicles into your projects, offering a seamless blend of visual quality and gameplay functionality.



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