



## Unreal Engine - Clouds Generator - Niagara Fluids (Engine Version 5.3, 5.4)

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**Unreal Engine - Clouds Generator - Niagara Fluids** is an advanced VFX tool designed for games, cinematics, and virtual production, enabling the creation of realistic, dynamic cloud effects.

### How to create real and dynamic cloud effects in the project?

You can use "Unreal Engine - Clouds Generator - Niagara Fluids" to design your project.

The package includes 10 Niagara fluid systems with various effects and supports cloud creation from static mesh, skeletal mesh, and shape location within the Niagara System. It features approximately 60 user parameters for quick effect modifications. Key technical details include 2 overview maps, 8 example setups, GPU-based emitters, 5 materials, 15 textures, and 16 unique meshes. The tool is easy to use and supports development on Windows platforms.

### "Unreal Engine - Clouds Generator - Niagara Fluids" Samples:



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