

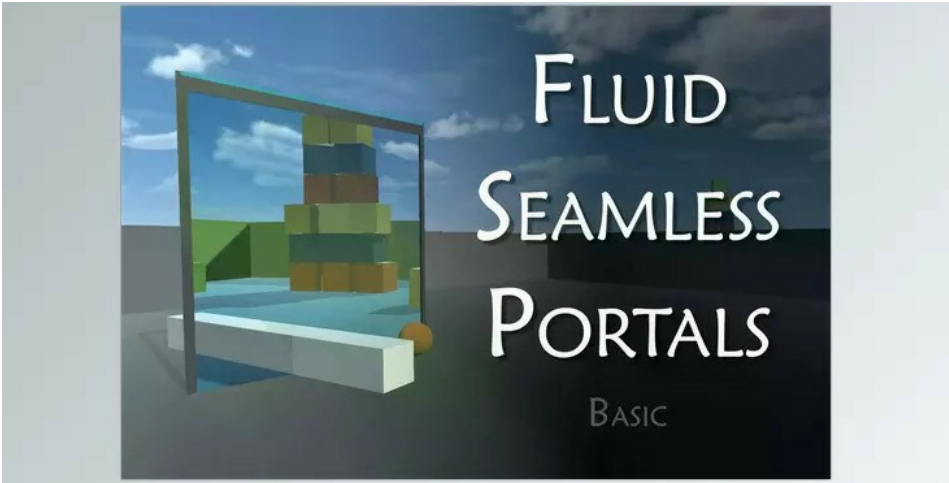


Unity Asset - Fluid Portals System & Non-Euclidian Tunnels V1.3

2025-02-10 16:48:32

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Unity Asset - Fluid Portals System & Non-Euclidian Tunnels V1.3:

Introducing Portals - the ultimate seamless teleportation solution for your game, compatible with Unity's Render Pipelines!

Picture stepping into a realm where reality blurs, where space-time bends, and the impossible becomes reality. With Portals, you can make this happen effortlessly. These archways or frames reveal another space beyond, allowing players to seamlessly traverse between them, defying traditional logic.

Implementation is a breeze: simply drag and drop the portal prefabs into your scene, position them in different rooms, and hit play. Instantly, you'll witness the magic as the other room appears as if it were right beside you. The transition between rooms is so fluid and seamless that players won't even notice they've crossed through a portal, creating the illusion of non-Euclidean geometry.

Portals come pre-equipped with two first-person controllers - one with a Rigidbody and another with a Character Controller component - ensuring compatibility and smooth operation out of the box. But fear not if you prefer to use your own controller; Portals are designed to handle most cases automatically. Should you encounter any quirks or special requirements with your controller, detailed documentation is available online, and I'm always here to offer personalized assistance, free of charge.

Step into a world where the boundaries of reality are yours to bend with Portals.



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