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Unreal Engine - Levitation FX (Engine Version 4.27, 5.0- 5.1)

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The Unreal Engine - Levitation FX provides 12 unique levitation effects using Niagara Systems for Unreal Engine.

How to design your project using effects?

You can use "Unreal Engine - Levitation FX" to design your project.

By placing the effect on a character's feet inside the Blueprint, users can control these effects through full user parameter controls. The package includes 17 CPU-based emitters, 12 unique effects, and LODs for 6 meshes. Additionally, it offers 15 materials, 24 textures, and 6 unique meshes. The effects are supported on both Windows and Mac development platforms.

"Unreal Engine - Levitation FX" Samples:

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