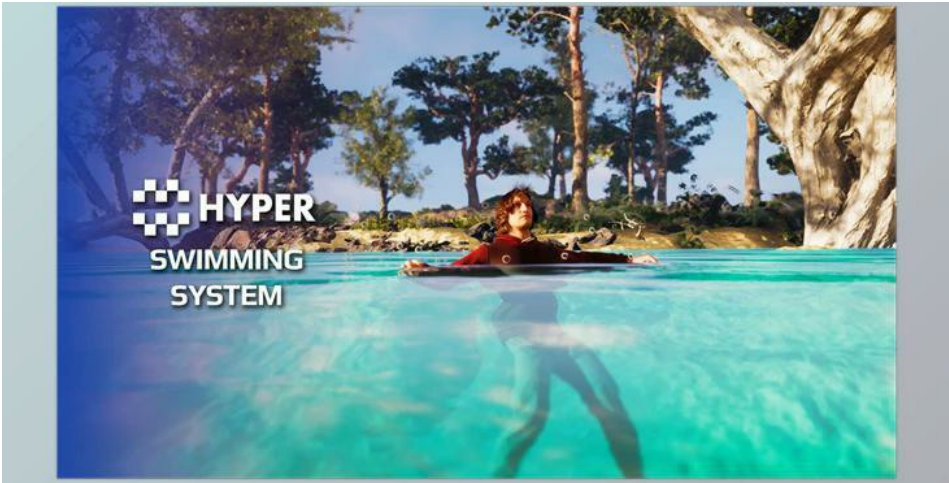




Unreal Engine - Blueprints Hyper Swimming System V2 v5.1

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Unreal Engine - Blueprints Hyper Swimming System V2 v5.1: Dive into a seamlessly immersive swimming experience with our latest swimming system, complete with oxygen management. Tired of clunky transitions from land to water? We've got you covered. With swimming animations, 1D movement (forward-facing), and 2D movement (strafe movement), your characters will navigate water environments effortlessly. Manage your oxygen levels, and be cautious—fail to surface in time, your character might choke and die. Toggle between diving and surface swimming with ease, ensuring a smooth and realistic underwater adventure. The system comes with both Basic and Advanced components, offering a wide range of possibilities for your project.

In addition to its core features, this system includes various other basic systems to showcase its full capabilities, such as a basic attribute manager, allowing you to change attribute values on certain events. The Extended Movement Component, which is also part of the system, handles player inputs via the Enhanced Input System, providing a central place for the replication of montages, particle effects, spawning actors, and sounds. It is packed with useful functions related to your character, managing the camera of the player, including zooming, switching between shoulder cameras, and basic first-person view. Hyper, run by Eric Ruts, is empowering virtual world builders by providing the necessary building blocks to kickstart your dream.

- Swimming animations
- 1D movement (Forward facing)
- 2D movement (Strafe movement)
- Oxygen management
- Choke and die feature
- Dive toggle vs on-surface swimming
- Basic and Advanced components



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