



Unreal engine - Ghost Effect & Material v5.2

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Unreal engine - Ghost Effect & Material v5.2: Introducing our Ghost Effect Pack, featuring two essential components: a screen space ghosting post effect and a versatile ghost material. Designed to blend seamlessly, these elements offer the perfect spectral aesthetic for your project.

The pack includes:

- A screen space ghosting post effect, managed by the Ghost Capturer blueprint, provides a haunting visual overlay.
- A customizable ghost translucent material allows you to effortlessly imbue any object with an ethereal appearance.

Both components can function independently, affording you complete artistic freedom to craft your ghostly visuals. With numerous parameters exposed for customization, you can tailor the effects to suit your specific needs and creative vision.

With just one blueprint included, the pack offers simplicity and ease of use. While network replication is local, the pack is compatible with Windows and Mac platforms, opening up possibilities for creators across various environments. Please note that VR/AR support is not yet available but may be considered in future updates.

- Ghost Capturer blueprint for managing the ghosting post effect.
- Ghost translucent material is used to create spectral appearances on objects.
- Includes noise textures and assets for enhancing the ghostly effects.



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