Unreal Engine - Bulk Image Generator v2

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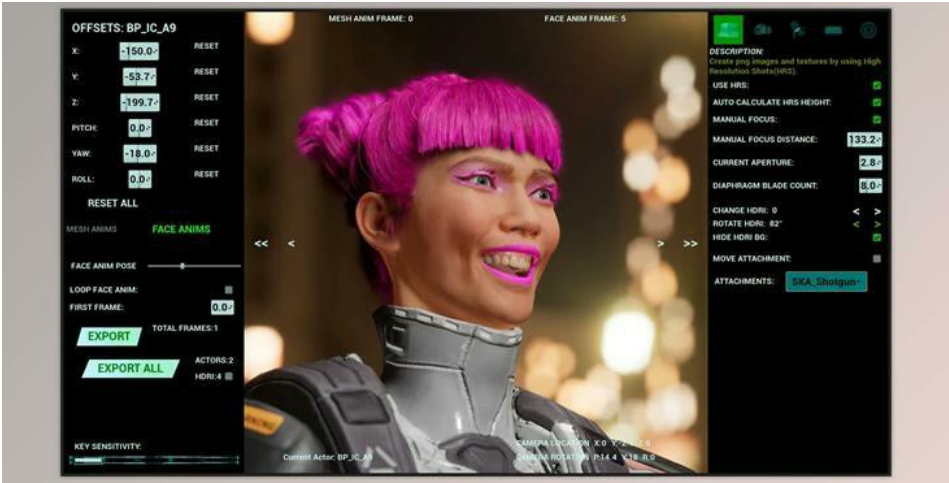
Unreal Engine

Unreal Engine - Bulk Image Generator v2:

Version V2 is now available, featuring an array of exciting new features and enhancements. One of the key changes in V2 is the exclusion of any materials filling in the post-process volume. Additionally, the update introduces support for both skeletal and static mesh actors, as well as the attachment of actors with static or skeletal mesh components, allowing for various combinations. Notably, users can now utilize two different techniques for transparent captures, with the option to select a colored background from a color picker at runtime, accompanied by a numerical representation of the chosen color rounded to two decimal points.

Moreover, V2 introduces high-resolution shots with custom HDRI or background, alongside bulk export functionality for each stored HDRI. Runtime control over directional light, skylight, camera FOV, and camera zoom is now facilitated, while users can choose custom resolutions or select from predefined choices at runtime. File name overrides with custom prefixes or suffixes and automatic file name and folder generation are also available.

Users can opt to cast shadows off the actor and all attachments, and can individually control FOV, offsets, and zoom, with options to remember settings when switching between actors or control settings for all actors simultaneously. Additionally, users can choose to rotate actors around their original pivot point or center of mass, and have the option to export image captures individually or in bulk.

For skeletal animations, a runtime control slider for pose adjustment has been introduced, with the ability to automatically export every frame or select a custom range of frames at runtime. Keyboard shortcuts are included for various functions, including movement, rotation, zoom, actor and frame navigation, menu toggling, and preset saving. Keyboard sensitivity can be adjusted using the spacebar, with visual representation on-screen.

Furthermore, users can adjust lighting at runtime and experiment with different LUT presets, with the option to permanently store preferred settings in custom presets.

Technical Details:

- Code Modules: BulkImageGen Runtime
- Number of Blueprints: 8
- Number of C++ Classes: 21
- Number of Materials: 9
- Number of Material Functions: 9
- Number of Textures: 13
- Number of Widgets: 11
- Network Replicated: No
- Supported Development Platforms: Win64
- Supported Target Build Platforms: Win64

Important/Additional Notes:

- Static, skeletal meshes, or LUTs shown in video demonstrations are NOT included with the plugin.
- Creation of a "neck_Socket" on the neck bone will automatically attach the face component to this socket.

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