



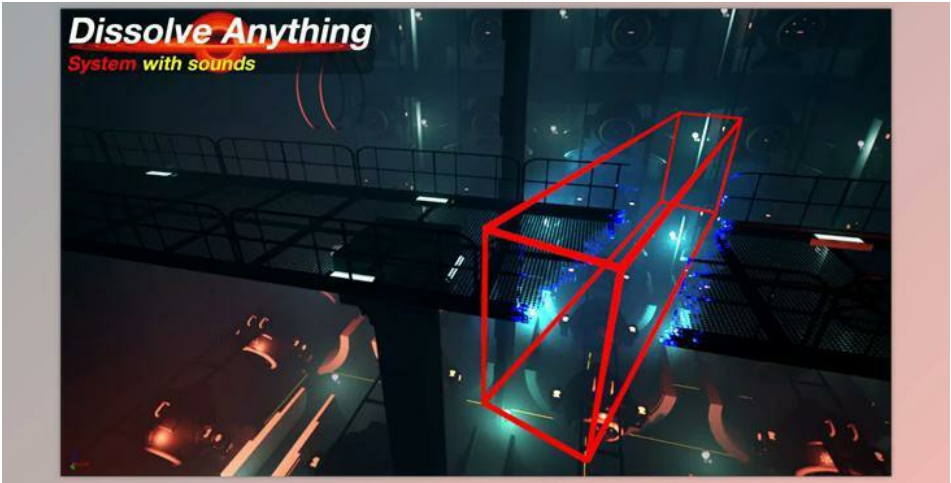
Unreal engine - Dissolve Anything v5.3

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Unreal engine - Dissolve Anything v5.3: Dissolve anything easily using standard shapes or static mesh with the Dissolve Anything Blueprint system.

Simply follow these steps:

- 1. Select your static, skeletal, or character mesh to dissolve.
- 2. Choose and set the mesh's materials for dissolution.
- 3. Select the desired sound and its attenuation.

That's all it takes to achieve stunning dissolve effects in your projects!

This system seamlessly integrates with sequencers, allowing you to create captivating movie effects. Whether you prefer using a box, sphere, or static mesh as a dissolver, the options are at your fingertips.

- 38 Looped Sound Waves
- 19 Sound Waves
- 3 Blueprint Dissolver Systems
- 6 Master Materials
- 6 Material Instances
- 8 Material Functions
- 1 Sequence
- 1 Static Mesh
- 15 Textures



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