



Unreal engine - GBWPowerfulEffect - Make your Combat more expressive now. Multiplayer Ready v5.3

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Introducing the Standalone Effects Plugin, a revolutionary addition stemming from the acclaimed PowerfulHit plugin. Originally conceived as a functional module within PowerfulHit, this standalone plugin now offers a universal framework dedicated to executing all game effect-related logic.

Designed to alleviate the burden of network replication concerns, this framework operates seamlessly without necessitating manual plugin additions. Through a singular, global function call, users can effortlessly enable network replication capabilities for any user-defined Struct, empowering custom Effects with unparalleled flexibility.

Implemented entirely in C++, the plugin seamlessly integrates into both C++ and Blueprint environments, ensuring accessibility across development workflows.

- **Attack Swing Trail:** Enhance combat sequences with dynamic attack swing trails.
- **Sound Effects:** Immerse players with rich audio cues synchronized to in-game actions.
- **Niagara Effects:** Harness the power of Niagara to create stunning visual effects.
- **Blood Splatter:** Generate realistic blood splashes, complete with dynamic staining on affected surfaces.
- **Body Shake:** Add visceral impact to combat encounters with bone-shaking body movements.
- **Body Flash:** Create attention-grabbing visual flashes for impactful moments.
- **Freeze Frame:** Temporarily freeze gameplay for dramatic effect.
- **Camera Shake:** Shake the in-game camera to simulate intense action.
- **Camera Lens Blur:** Blur the camera lens to evoke cinematic depth-of-field effects.
- **Spring Arm Adjustment:** Fine-tune the spring arm positioning for optimal camera angles.
- **Posture Adjustment:** Dynamically adjust attack posture based on target height and position.
- **Hit Effect:** A comprehensive effect module allowing for swift specification of combat hit effects.

Technical Details:

- **Universal Framework:** Offers a unified framework for executing all game effect-related logic.
- **Seamless Network Replication:** Simplifies network replication integration through a global function call.
- **Customizability:** Users can fully customize effects by inheriting from the GBWEffectActor base class, eliminating the need to consider network replication logic.

The Standalone Effects Plugin revolutionizes game development by streamlining the implementation of immersive, dynamic effects, paving the way for unforgettable gaming experiences.



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