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Unreal engine - Renovate Vehicle Framework v5.3:

A complete solution for creating high-end vehicles with ease, supported by a growing Car Fleet and natively compatible with Advanced Locomotion System. 100% Blueprints.
Renovate: Vehicle Framework is gonna be part of a bigger ecosystem that provides fully compatible assets; from dozens of high-end vehicles to complete environments and characters. Our goal is to overcome the obstacle of combining multiple products with lack of consistency, both in art style and technologies used.
Renovate: Vehicle Framework is designed to work both as an intractable vehicle placed in the scene or as a vehicle character; so you can start right away with our base vehicle template, no matter what your goal is. You just have to choose which car to buy from our store or, if you will, build your own one based on our base vehicle template.

- Advanced Rigging
- Realistic Physics
- Character Interactions
- True First Person
- Brokable Constraints with thresholded auto-opening
- Color Palette System (up to 11 masking layers per grayscale texture channel)
- Smart Camera Follow
- Automatic Downshifting if engine stalls
- Fuel, Turbo and Damage behaviors
- Particles and Sounds
- Lights and emissive materials
- Cinematics Friendly
- Straightforward commented code
- Extensive UI with control device recognition

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