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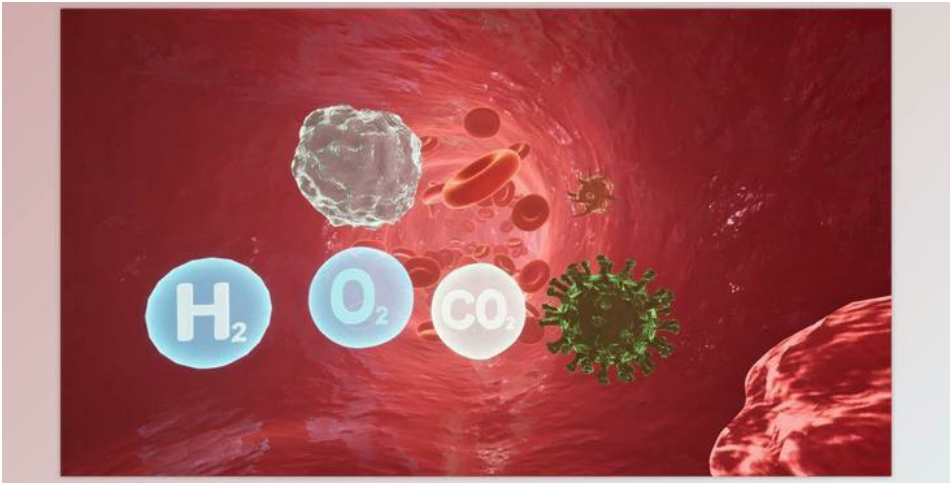
Unreal engine - Blood Circulation v5.0

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Unreal engine - Blood Circulation v5.0: Explore the intricacies of blood circulation with this comprehensive package, which includes a variety of models and materials to simulate the internal environment of blood vessels and the heart. Featuring both healthy and unhealthy states for all organs, adjustments can be made using parameters of material instances.

The model encompasses essential organ pathways required for the circulatory system, including the aorta, capillaries, atria, valves, arteries, veins, and various blood cells. Each material instance offers control over parameters to tailor the effects to your needs.

Ideal for medical or game projects, this resource provides a versatile toolset for creating immersive simulations.

- Blood circulation simulation
- PBR materials for realistic rendering
- Includes seven blood vessels, two atria, seven types of cells, and three clots
- Five demonstration images showcase the assets
- Over five controllable parameters per material instance
- Static prefabs: 5
- Static meshes: 26
- Skeletal meshes: 3
- Animation sequences: 3
- Collision: Yes, automatically generated
- Vertex count ranges from 518 to 128,661
- No LODs
- Includes 22 materials, 26 material instances, and one material function
- Contains 133 textures with varying resolutions (101 at 1024x1024, 5 at 512x512, and 27 at 256x256)
- Supported development platform: Windows

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