



Unreal Engine - Oceanology v5.2.0

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Unreal Engine - Oceanology v5.2.0:

Dive into a revolutionary oceanographic experience with our Oceanology model, meticulously designed for accuracy and efficiency.

Ocean Surface Description:

- 64 Gerstner waves computed in the vertex shader for high-performance
- Surface Rendering with Caustics, Wetness, Underwater Effects, Waterline, Dynamic Foam, Mathematically Calculated Waves, Blending, and Dynamic Audio Detection

Water Volume:

- Defined using a Box in Oceanology to control physics and swimming
- Multiple water volumes adaptable for different water bodies in a scene

QuadTree Optimization:

- Utilizes QuadTree logic to generate the "water plane" mesh, optimizing performance for an acceptable gameplay level

Dynamic Ocean States:

- Incorporates Beaufort Scale to modify and obtain different ocean states such as Stormy Waves, Medium Waves, and Calm Waves, enhancing realism

Audio System:

- Supports two modes of Audio: Underwater & Waves
- Enables underwater and non-underwater detection with a "Debug Enabled" option for checking behavior

Full Replication:

- Specially designed for online multiplayer games, ensuring full replication of Oceanology 5.1.6

RVT Heightmap Actor:

- Real-time heightmap adaptation to the landscape for smoother wave integration, foam creation, and terrain masking

Shoreline and Coastline Control:

- Dynamic control over shoreline foam and wave heights on the landscape

Dynamic Masking:

- Full masking effect adaptable to any mesh and landscape, capable of masking particles

High-Performance Replicated Physics:

- Physics in C++ for controlling wave direction, depth, object mass, and buoyancy points, with simplicity in configuration

Advanced Swimming System:

- Replicated swimming system with bubble effects, death system, advanced animations, stamina system, surface and



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underwater swimming, and event triggers for starting swimming

Oceans and Lakes Creation:

- Generation of multiple high-performance C++ actors with easy configuration and modification

Infinite Options:

- Choose between infinite or non-infinite oceans with "origin shifting" technology to achieve the infinite ocean effect

Underwater Effects:

- Volumetric and Post Process-based underwater effects with real volumetric lighting, adapting to ocean behavior, ambient lighting, illumination depth, transparent objects, and waterline effects

Surface Scattering:

- Wide range of controls for obtaining different surface appearances, including colors, roughness, and reflections

Open World - World Partition:

- Configured with Epic Games technologies such as World Partition, virtual texture, HLOD, Nanite, LODs, and Billboards
- High-quality sounds for nature, ocean, lake, and underwater, perfectly synchronized with advanced lighting

Collaborations:

- Associated with multiple products on the market, enhancing compatibility with various plugins and frameworks

New Additions:

- Quadtree with tessellation
- Stylized version
- Lake with waves
- Advanced GGX Lighting



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