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Unreal engine - UIPF - Unified Interactive Physical Foliage v5.3

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平面设计

Unreal engine - UIPF - Unified Interactive Physical Foliage v5.3:

UIPF revolutionizes the integration of interactive foliage into game environments, offering unparalleled beauty and efficiency. Whether you're crafting vast fields of swaying grass or intricate hanging vines, UIPF delivers a seamless experience tailored to Unreal Engine 4's foliage tools.

- Dynamic Interaction: Apply flattening, explosion impulses, trailing wobble, and true physical interaction to all foliage elements within your game world.
- Compatibility: Works effortlessly with existing assets and Unreal Engine's native foliage tools.
- Hybrid Physics: Combines true physics simulation with shader-driven interaction for optimal realism.
- Designer Friendly: Intuitive setup and drag-and-drop functionality ensure accessibility for designers and artists.
- Customization: Easily add impulses and manual interactions through Blueprint or C++ scripting.
- Optimization: Engineered for efficient performance across a wide range of hardware configurations.
- C++ Efficiency: Written in C++ to maximize performance and flexibility.
- Photorealistic Assets: Includes a library of high-quality foliage assets for lifelike environments.

Technical Details:

- Code Modules: UIPF Runtime
- Blueprints: 3
- C++ Classes: 5
- Network Replication: Not applicable
- Supported Development Platforms: Windows, macOS, Linux
- Supported Target Build Platforms: Windows, macOS, Linux, Android, iOS, Nintendo Switch, PlayStation 4, Xbox

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