



Unity Assets - NeoFPS: FPS Controller, Template & Toolkit v1.1.28b

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Unity Assets - NeoFPS: FPS Controller, Template & Toolkit is a comprehensive toolset designed to facilitate the creation of first-person shooter (FPS) games in Unity, catering to developers with a strong vision for their projects but who may find the workload daunting. Compatible with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High high-definition render Pipeline (HDRP), NeoFPS offers flexibility and high customization options for diverse platforms.

Praised by Craig Hubbard, former Creative Director at Monolith Productions, NeoFPS is recognized for its intuitive organization, extensive documentation, and robust support.

"Unity Assets - NeoFPS: FPS Controller, Template & Toolkit" Samples:

Key features include a motion graph visual FSM editor for first-person movement, a modular firearm system, and advanced camera setups. Firearms can be customized with various modules and animated through keyframed and procedural animations. Additional features include custom shaders, a comprehensive save-game system, and various demo scenes showcasing different gameplay mechanics such as parkour, grappling, and jetpacks



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