



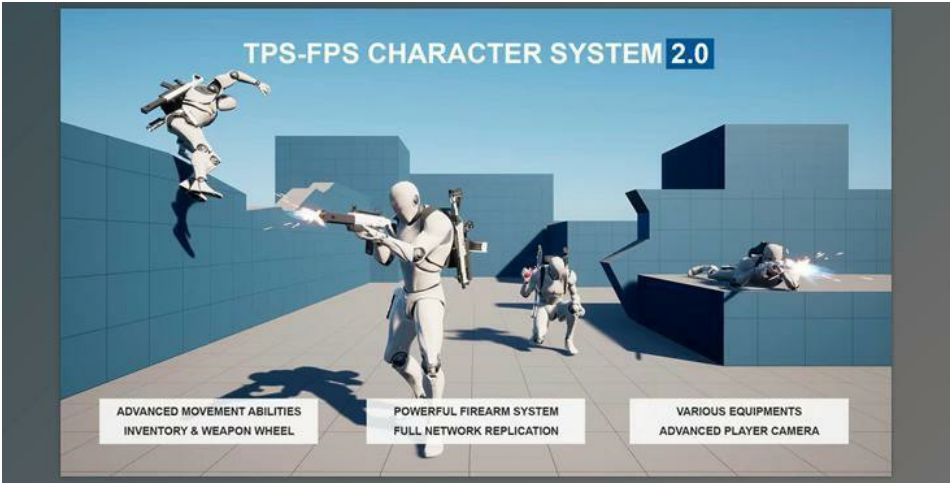
Unreal engine - TPS-FPS Character System v2 v5.1

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Unreal engine - TPS-FPS Character System v2 v5.1:

Introducing TPS-FPS Character System v2, a groundbreaking evolution that elevates the TPS-FPS gaming experience to unprecedented heights. With its innovative animation system, developers gain access to a host of advanced movement abilities, including a new prone state and enhanced stand and crouch dynamics. Climbing low and high cover is now seamlessly integrated, offering players unparalleled freedom.

The inventory system receives a major upgrade, accommodating primary and secondary weapons alongside equipment slots. Complemented by intuitive HUD modules like the weapon wheel, weapon switching becomes effortless, enhancing gameplay fluidity.

TPS-FPS Character System v2 revolutionizes shooting mechanics, boasting unparalleled performance and customization options. From predictive recoil to fully adjustable bullet spread, every firearm interaction feels immersive and authentic. Augmented by a revamped visual effects system and immersive sound design, the gameplay experience is truly immersive.

Diversifying gameplay further, the system accommodates a wide array of equipment, spanning lethal, tactical, and support categories. Additionally, the inclusion of a switching camera system seamlessly transitions between third-person and first-person perspectives, enriching player immersion.

- Movement: Players can stand, crouch, or go prone, enabling tactical maneuvering.
- Sprinting: Move quickly across the battlefield to gain strategic advantage.
- Cover System: Climb and leap over obstacles for dynamic combat engagements.
- Ragdoll Physics: Realistic character animations upon death or impact.
- Jumping: Navigate terrain and obstacles with vertical mobility.
- Firearms: Diverse range of weaponry with various firing modes, including automatic, semi-automatic, burst, bolt-action, pump-action, and single-shot.
- Locomotion: No dedicated firearm movement state, enhancing fluidity and immersion.
- Health and Armor: Manage your survivability with health and armor systems.
- Endurance: Monitor and utilize stamina for prolonged engagements.
- Third-Person Camera: Advanced camera perspective for enhanced situational awareness.
- Inventory Management: Organize and access your equipment efficiently.
- Combat Mechanics: Hit-scan principle, predictive recoil, and bullet spread for realistic gunplay.
- Visual Effects: Muzzle flash, shell ejection, bullet trails, and impact VFX for immersive combat visuals.
- Audio Design: Authentic sound effects to enhance the atmosphere and gameplay feedback.
- Camera Shake: Adds intensity and realism to combat encounters.
- Damage System: Track and manage damage inflicted and received during battles.
- Weapon Switching: Swap between firearms seamlessly to adapt to changing scenarios.
- Equipment: Utilize various tools and gear to gain tactical advantages in combat situations.



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