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Unreal Engine - Textures & Materials Advanced Scan System v5.1

2025-02-10 16:38:32

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Unreal Engine - Textures & Materials Advanced Scan System v5.1: Introducing a high-quality customizable scan function tailored for your game development needs. This advanced toolset combines a flexible material and blueprint system, meticulously optimized for seamless integration into your game environment. With 10 pre-made examples, developers can swiftly implement various scanning functionalities, enhancing gameplay dynamics.

Technical Specifications:

- Number of Unique Materials and Material Instances: 1 Master Material, accompanied by 10 Material Instances for versatile customization
 - Number of Textures: 11 textures provided
 - Texture Resolutions: 512x512
 - Supported Development Platforms: Windows
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- Highly customizable material and blueprint for tailored implementation
 - Optimized for optimal game performance
 - Includes 10 ready-to-use examples for quick integration
 - Capable of revealing objects/actors, detecting their locations, and calculating distances between scan points and targets



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