



Unreal Engine - M1A2 Abrams - Advanced Tank Blueprint (Engine version 4.25- 4.27, 5.0-5.2)

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Unreal Engine - M1A2 Abrams - Advanced Tank Blueprint: Step into the all-powerful M1A2 Abrams simulator, a collaboration project with Gerhald3D, offering an immersive experience with a fully equipped tank. Featuring advanced controllers, physically simulated track and weapon dynamics, and realistic sounds and particles, the simulator provides an unparalleled level of realism.

With a customizable blueprint for either arcade-style or realistic driving, users can enjoy the freedom to tailor their controls. The simulator boasts many features, including weapon and projectile components for easy customization of effects and sounds, high texel density for maximum visual fidelity, and an array of particle effects from impacts to weapon trails.

- Weapon Component: Easily customizable effects and sounds.
- Projectile Component: Simple customization of effects and sounds. Includes a bonus 203mm shell model.
- Sound Effects: Idle, Engine, Cannon, Machine Gun, Impact, Projectile Woosh, Explosions, Fire, Weapon Turn, etc.
- High Texel Density: Four materials and two-wheel slots ensure maximum visual fidelity.
- Particle Effects: Impact (Missile, Machine Gun, Dirt, Metal, etc.), Firing, Dust, Exhaust, Fire, Weapon Trails, etc.
- Destruction: Tanks can shoot at each other and be destroyed. Each tank has its own unique destructible static mesh with dynamic texture variations. Bonus impact decal with variations included.
- Advanced Chaos-Based Tank Controller: Provides satisfying and realistic tank movement.
- Turret and Weapon Control: Includes collision avoidance for the tank body.
- Emissive Light Controls
- Rigged Suspension & Hydraulics
- UV Animated Tracks
- Track Decals
- Animated Cannon Recoil
- Demo Desert Level



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