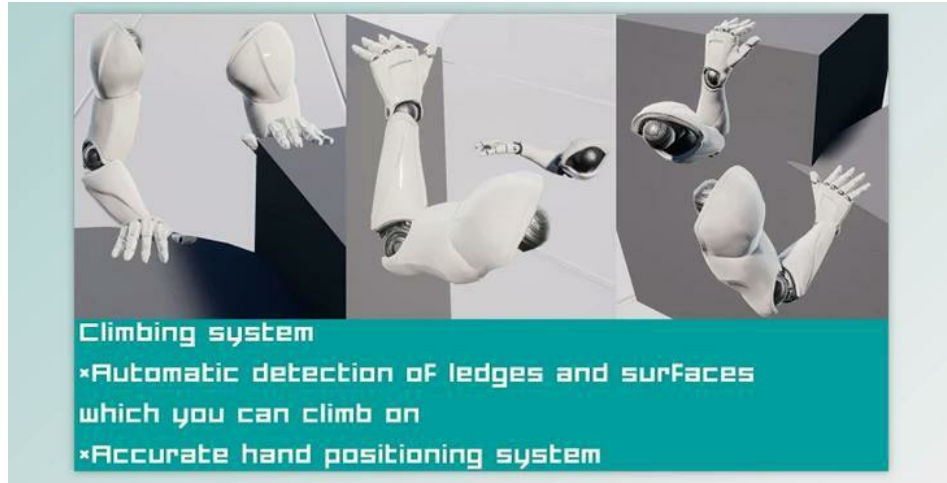


Unreal Engine - FPS Parkour controller (Engine Version 5.0, 5.1)

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The Unreal Engine - FPS Parkour controller content outlines the features of a user-friendly first-person parkour controller.

How to use running, walking, bending, crawling, and sliding to design your project?

You can design your project using "Unreal Engine - FPS Parkour controller".

It includes six movement states (Run, Walk, Crouch, Crawl, Slide, SlideOver), a climbing system with automatic ledge detection and precise hand positioning, a pickup props system with inventory management and throw mechanics, sliding mechanics accounting for surface slopes, crawling mechanics with automatic detection, sliding over cover detection, leaning mechanics, lazy animations for variety, world interaction through hand touching, easy editing of settings, fully commented Blueprint code, in-editor debugging and parameter testing, and a total of 40 animations.

"Unreal Engine - FPS Parkour Controller" Samples:



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