



Unreal Engine - Lava Shader (Engine version 5.0- 5.1)

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Unreal Engine - Lava Shader: Introducing an animated lava shader pack tailored for high fidelity games and cinematic productions. From dynamic spline lava flows to cascading lava drips, this comprehensive pack offers everything you need to bring your lava scenes to life.

This pack provides fully customizable shaders and game-ready assets. The lava master materials offer a wide range of parameters, including color, lava glow, UV tiling, lava speed, and flow map controls for fine-tuning the lava's movement. Additionally, the lava edge glow can be adjusted for contrast, distance, and intensity.

Utilizing world position offset (WPO) and displacement in UE5, and displacement in UE4, this pack achieves a realistic 3D depth to the shader. In UE5, users can swap out high-poly, medium-poly, and low-poly meshes for shader optimization. Similarly, in UE4, tessellation settings can be adjusted within the shader to balance performance and quality.

- Four highly customizable animated lava shaders
- Fourteen material instances for versatile customization
- Five variants of molten lava textures
- Two customizable dripping lava-falls meshes
- Two lava-splash and one ember particle effects
- Blueprint splines for creating custom lava flows
- Procedural gathering of hot, glowing lava at mesh edges
- Utilization of displacement and tessellation in UE4
- Utilization of displacement and provision of high, medium, and low-resolution meshes for UE5



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