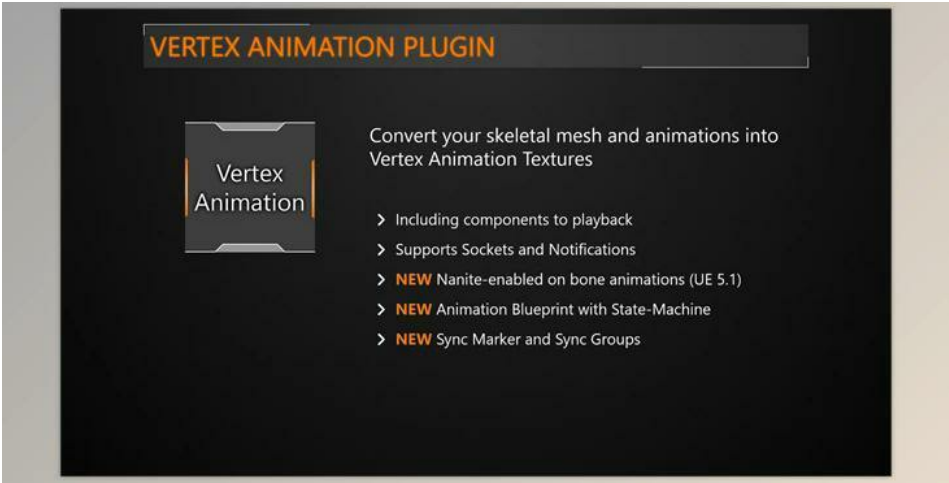




Unreal Engine - Vertex Animation Manager

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Unreal Engine - Vertex Animation Manager: Introducing the Vertex Animation Manager, a powerful plugin that revolutionizes vertex animation texture generation directly within the Unreal Engine editor. Say goodbye to additional tools; this plugin simplifies the process. Equipped with components for Static Meshes, Instanced Static Meshes (ISM), and Hierarchical Instanced Static Meshes (HISM), it covers all your animation needs.

- **Vertex Animation Texture Generation:** Create vertex animation textures effortlessly within the Unreal Engine editor.
- **Profile Support:** Save profiles with your Skeletal Mesh assets for streamlined workflows.
- **Compatibility:** Works seamlessly from Blueprint previews to shipping builds.
- **Runtime Components:** Included components for easy playback in both C++ and Blueprints.
- **Material Functions:** Included functions for material playback and integration into existing materials.
- **Auto-Instancing:** Built-in support for ISM and HISM VAT components.
- **Socket and Bone Access:** Retrieve socket transform, location, and rotation via C++ and Blueprint code.
- **Blueprint Setup:** Easily set up Blueprint actors and attach components using sockets.
- **Runtime Transform Updates:** Automatically update transforms during playback with runtime components.
- **Time-Controlled Playback:** Animation playback without the need for ticking; controlled entirely by time.
- **Skeletal Mesh Notifications:** Utilize skeletal mesh notifications for animation playback.

Included Components:

- Static Mesh Playback
- Instanced Static Mesh Playback (ISM)
- Hierarchical Instanced Static Mesh Playback (HISM)

Material Functions:

- Playback in Material
- Plug-in for Existing Materials

Auto-Instancing Support:

- Streamlined support for ISM and HISM VAT components.

Notification Components:

- Ready-made Niagara Notification Components
- Editor and event-driven play components.

Embark on a journey of animation simplicity with the Vertex Animation Manager, offering an array of features for creating dynamic, texture-based animations without leaving the Unreal Engine environment.



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