



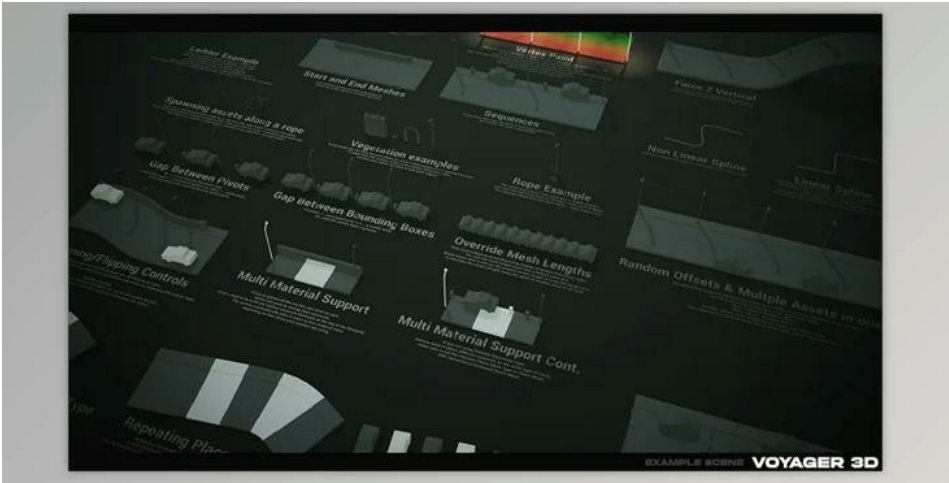
## Unreal Engine - Spline+ (Engine Version 4.27, 5.0- 5.1)

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**Spline+** is a versatile blueprint system designed to streamline the process of adding detail to scenes or games.

### How can users spawn or stretch meshes, designs, and materials along adjustable splines?

People can design their projects using "Unreal Engine - Spline+".

With its easy-to-control spline functionality, users can spawn or stretch Meshes, Blueprints, and Materials along customizable splines. Key features include the ability to quickly change materials, adjust mobility options and collision settings, and utilize different spline generation methods. Users can choose between various mesh placement options, including repeating meshes, equally stretched meshes, and periodic placement. Additional customization options allow for the spawning of multiple meshes or actors, adjusting mesh orientation, and applying offsets for transform and rotation. Spline+ offers a highly customizable solution for enhancing scenes with detailed elements.

### "Unreal Engine - Spline+" Samples:

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