



Unreal Engine - Highly Customizable Scanning System

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Unreal Engine - Highly Customizable Scanning System:

Introducing an advanced scanning system designed to elevate your gaming experience to new heights! This highly customizable system allows you to recreate the scanning modes of virtually any game, providing real-time immersion into your gaming environment. Tailor the scanning mode to your preferences and play style with unparalleled flexibility and adaptability.

- 4 highly customizable options for object highlighting
- 4 versatile scanning effects
- A translucent material overlay for one of the highlighting effects, eliminating the need for custom depth or post-processing volumes
- A unique focus scan effect that enhances readability by highlighting only the outlines of objects, prioritizing accessibility for all players

All functionality is conveniently accessible at the Gym level, ensuring a seamless and user-friendly experience. Built entirely with blueprints, this system is not only powerful but also incredibly easy to expand upon. Elevate your gaming environment with this cutting-edge scanning system that puts customization and immersion in your hands!

Introducing the Scanning System Blueprint Component, a dynamic toolkit for creating a diverse array of scanning modes tailored to your gaming preferences. Packed with features, this component offers:

- Highly customizable materials and material functions, enabling the creation of countless unique scanning modes
- Adjustable optimization settings for a personalized gaming experience
- Outline effects, depth effects, and a translucent material overlay that doesn't rely on post-processing
- A custom focus effect featuring an emissive transparent dome for enhanced visibility
- Ability to reveal objects/actors, detect their location, and measure distances between the player and target locations
- Real-time gameplay flexibility with a slider for changing outline colors
- Textures for scanning or highlight effect customization
- Inclusion of a crosshair as a HUD element
- Capability to exclude specific objects from the scan
- Option to set the camera position as the scan origin
- Widget movability for added convenience

And many more features! This Blueprint Component empowers you to create a truly immersive scanning experience with unprecedented customization and control. Elevate your gameplay with the ultimate scanning system.



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