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Unreal Engine - Blueprints FPS Animation Blueprint v2 (Engine version 5.1)

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Unreal Engine - Blueprints FPS Animation Blueprint v2: Introducing FPS Animation Blueprint v2, an advanced True First Person Shooter template designed to serve as a comprehensive base for your project or to integrate into your existing one seamlessly. Engineered for maximum flexibility, this template enables rapid prototyping, featuring an array of customizations to streamline your game development process.

This update introduces developer-side enhancements, such as the ability to attach weapons to sockets and offset them from ik_hand_gun, improved support for typical Marketplace animations, and sights attachments at different angles. Additionally, it includes Foot IK for reactive foot placement on uneven surfaces (UE5 only), new and enhanced Niagara bullet tracer effects, and improved Turn in Place and Spine Rotation systems for a simpler and snappier experience.

- Advanced Animation Blueprint
- True First Person full body motion with fast, responsive movement without lag
- Automatic Dynamic IK ADS that adjusts to any weapon mesh
- Dynamic weapon sway/lag left-hand IK
- Weapon, projectile, and attachment systems
- Custom-made prototype meshes for weapons and attachments
- Full range of movement including idle, walk/run, sprint, jump, light/heavy landing, crouch, slide and ledge climb
- Inventory components and pickups for weapons, attachments, and ammo types
- Custom camera animation support
- Easy to Use and Understand, with blueprints neatly commented and organized
- Male and female mannequin meshes included both with whole IK bones
- Additional features include a basic footstep system, near-wall detection, grenade toss, and melee

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