



## Unreal Engine - T-14 Armata - Advanced Tank Blueprint (Engine version 4.25- 4.27, 5.0- 5.1)

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**Unreal Engine - T-14 Armata - Advanced Tank Blueprint:** Step into the T-14 Armata, an all-powerful tank boasting a highly advanced controller with physically simulated track and weapon dynamics and many immersive features. Its Weapon Component allows for easy customization of effects and sounds, while the Projectile Component includes a bonus 203mm shell model, providing an extensive range of options. With sound effects ranging from idle and engine sounds to cannon fire and impact, the tank delivers an incredibly realistic experience. Its high Texel Density ensures maximum visual fidelity, featuring four separate material slots and two-wheel slots. At the same time, particle effects such as impact, firing, dust, exhaust, and weapon trails contribute to the immersive environment.

Additionally, the tank's destruction capabilities allow for intense battles, with each tank featuring its own unique destructible static mesh and dynamic texture variations, including a bonus impact decal with variations.

The T-14 Armata is equipped with an advanced chaos-based tank controller, providing satisfying and realistic tank movement, complete with turret and weapon control and collision avoidance for the tank body. Rigged Suspension & Hydraulics and UV Animated Tracks contribute to the tank's lifelike movements.

Other features include Emissive Light Controls, Track Decals, and Animated Cannon Recoil. The tank's demo desert level showcases the full extent of its capabilities, allowing users to experience its power firsthand. Whether it's the immersive sound effects, the destructibility, or the realistic movement, the T-14 Armata promises an unparalleled gaming experience.

- Weapon Component – Easy customizable effects and sounds
- Projectile Component - Easy customizable effects and sounds (Includes bonus 203mm shell model)
- Sound Effects - Idle, Engine, Cannon, Machine Gun, Impact, Projectile Woosh, Explosions, Fire, Weapon Turn etc.
- High Texel Density - 4 Separate Material Slots + 2 Wheel Slots ensure maximum visual fidelity
- Particle effects - Impact (Missile, Machine Gun, Dirt, Metal, etc.), Firing, Dust, Exhaust, Fire, Weapon Trails, etc.
- Destruction - Tanks can shoot at each other and be destroyed. Each tank has its own unique destructible static mesh with dynamic texture variations. Bonus impact decal with variations included
- Advanced chaos-based tank controller for satisfying and realistic tank movement
- Turret and Weapon control with collision avoidance for the tank body
- Emissive Light Controls
- Rigged Suspension & Hydraulics
- UV Animated Tracks
- Track Decals
- Animated Cannon Recoil
- Demo Desert Level



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