Unreal Engine - Dynamic Surface Navigation

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Unreal Engine

Unreal Engine - Dynamic Surface Navigation:

Introducing our groundbreaking Dynamic Surface Navigation (DSN) plugin, a revolutionary tool designed for Unreal Engine that empowers AI to navigate seamlessly across ground, walls, and ceilings in a dynamic 3D environment. The DSN plugin seamlessly integrates with UE's existing navigation features, offering a host of functionalities for a comprehensive AI navigation experience. This plugin not only adapts to changes in the environment but does so with remarkable speed.

Dynamic Navigation on All Surfaces:

- Enable AI to navigate effortlessly on ground, walls, and ceilings, creating a truly immersive and dynamic experience.

Real-Time Updates for Changing Environments:

- Experience quick and responsive updates as the environment undergoes changes, ensuring AI adapts dynamically.

Compatibility with Native UE Navigation:

- Work in harmony with UE's native navigation system, allowing for a seamless integration of AI navigation systems.

Per-Pawn Angle Limits:

- Define angle limits per pawn, restricting or enabling specific AI entities to navigate at designated angles.

Support for UE's Native Navigation Features:

- Leverage a variety of UE's native navigation tools for enhanced functionality.
- **EQS (Environment Query System):** Integrate advanced queries for intelligent decision-making.
- **Nav Mesh Bounds Volume:** Define specific navigation boundaries within the game world.
- **Nav Modifiers:** Modify navigation behavior based on environmental conditions.
- **Simple & Smart Nav Links:** Establish efficient connections between navigation points.
- **Nav Filters/Nav Areas:** Apply filters to control AI movement within specific areas.

Versatility with Planets, Voxel Plugin, and WorldScape:

- Extend navigation capabilities to planets and seamlessly integrate with Voxel Plugin and WorldScape for diverse and expansive environments.

Elevate your AI navigation to new heights with the Dynamic Surface Navigation (DSN) plugin. Whether your AI needs to traverse various surfaces or adapt to a changing environment, this plugin offers unparalleled versatility and speed. Achieve a new level of realism and complexity in your Unreal Engine projects with the power of dynamic 3D surface navigation.

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