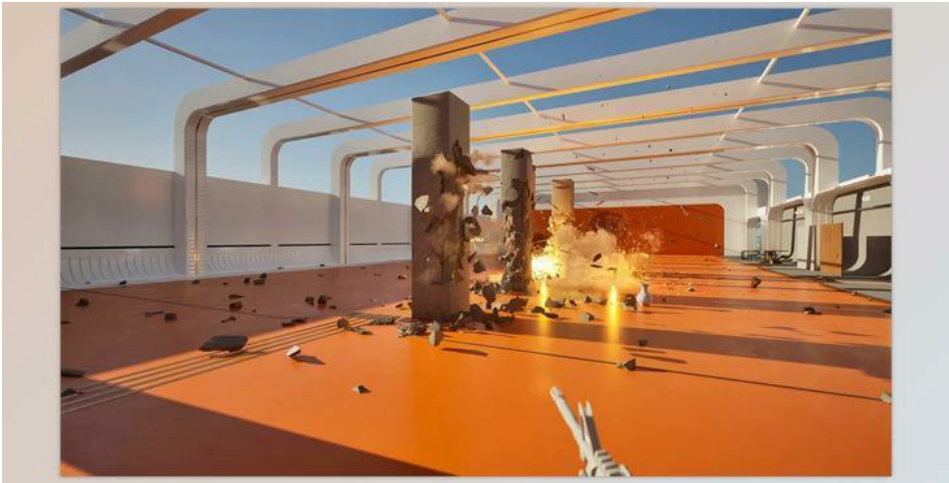




Unreal engine - Next Gen Destruction Toolkit v5.3

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Unreal engine - Next Gen Destruction Toolkit v5.3: Introducing the Next Gen Destruction Toolkit, a simple and efficient framework for seamlessly integrating Chaos Destruction into your project. This toolkit offers easy-to-use data asset-based definitions for destructibles, enabling quick creation and customization of realistic breaking behavior, particle effects, and sounds.

Please Note: For users of version 5.3 of this asset, it's recommended to update to UE 5.3.1 or above to avoid potential startup crashes. Alternatively, you can disable Nanite in the DefaultEngine.ini with 'r.Nanite.ProjectEnabled=False', though this may impact performance.

- A data asset-driven approach enables the rapid creation of new destructible assets
- Surface-type driven effects, utilizing physical materials to determine on-hit particle VFX and sound
- Includes numerous example assets for easy implementation
- Designed with high-fidelity models and FX optimized for Nanite and Lumen
- Utilizes the Chaos Data Interface in Niagara to trigger particle effects from breaking and trailing events



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