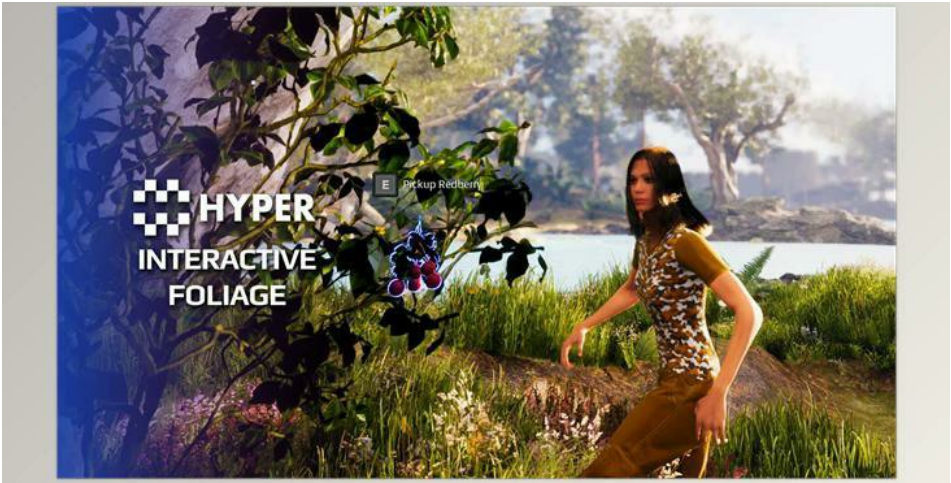




# Unreal Engine - Blueprints Hyper Interactive Foliage v2 v5.1

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**Unreal Engine - Blueprints Hyper Interactive Foliage v2 v5.1:** Bring your open world to life by spawning foliage procedurally or manually and picking it up, including berry picking from bushes. Whether you're walking in an open world or exploring your game, you'll see all kinds of foliage around you, such as sticks, rocks, flowers, berries from bushes, leaves, feathers, mushrooms, and more. This is the system you need!

- Spawn foliage manually
- Spawn foliage via Unreal Foliage Spawner
- Spawn via Procedural Foliage Spawner
- Pickup foliage and add to inventory
- Berry Picking from bushes
- Respawn foliage
- Respawn in radius option
- Do not respawn option
- Basic and Advanced components



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