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Unreal Engine - 234 Advanced Light Function (Engine version 4.26-4.27, 5.1-5.3)

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Unreal Engine - 234 Advanced Light Function: Introducing our fully customizable Light Functions system with advanced options for animation, dynamic flicker, and real-time sounds, complete with visual and sound effects to enhance immersion.

This comprehensive system includes:

- Two Blueprint systems for quick setup:
- A Light Function Blueprint Material animated with multiple layers of customizable sounds.
- A Light Function Blueprint system allows for multicoloured texture rendering.
- 234 Light Function Materials + Material Instances with extensive options, fully adjustable within Blueprint parameters.
- 168 Sound Wav / Metasounds systems / Sound Cue systems (including Doppler effect for improved movement immersion).

Blueprint main exposed parameters include:

- Animated Light Function Materials: Fully customizable rotation speed, scale, and panner, with additional parameters in the dedicated Blueprint (ColorOn, ColorOff, Intensity).
 - Flicker Effect: Real-time flickering lights with customizable durations for light turning on and off, accompanied by synchronized flicker sounds.
- Niagara Effect: Real-time Niagara spark effects.
- Sound System: Automated spark sound effects synchronized with spark effects, with parameters for sound, attenuation, volume, spawn probability, loop duration, and pitch.

Technical Details:

- List of Materials + Material Instances:
- 15 Master Materials
- Various animated elements such as beams, clouds, smoke, dust, noise, bump waves, arrows, caustics, sky stars, clock/chronometer, radar, grids, heartbeats, scanners, spirals, neon lights, fans, window designs, wall cracks, paint splashes, stained glass, controller buttons, icons, trees, and more.





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