

Unreal Engine - Realistic Decomposition (Engine version 4.26- 4.27, 5.0- 5.2)

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Unreal Engine - Realistic Decomposition: Looking to add a touch of realism to your character's demise? Look no further than Realistic Decomposition, an asset designed to seamlessly integrate into your game with minimal setup required. In just a few simple steps, you can enhance your project with lifelike decay effects that bring your characters to life.

- **Easy Setup:** With straightforward setup instructions, adding Realistic Decomposition to your project is a breeze. Simply add the component, incorporate the material function, customize to your liking, and trigger the Begin Decay event upon character death.
- **Lightweight and Flexible:** This asset is designed to be lightweight and flexible, working seamlessly with all material types and skeletal meshes, including flesh, fabric, hair/fur, and eyes. Whether your characters are humans, monsters, aliens, or animals, Realistic Decomposition has you covered.
- **Eight-Layer Decomposition System:** Realistic Decomposition features an advanced eight-layer decomposition system with fabric awareness. This includes darkening/decay, pre-wound staining, wound growth, wound edge growth, wrinkling of the skin and creasing of the fabric, roughness changes based on wounds and stains, hue/wound discoloration, and opacity fade out.
- **Three-Layer Niagara Particle System:** The asset includes a three-layer Niagara particle system featuring vertex-animated, sculpted, high-resolution mesh maggots, a high-quality fly sprite, and a special decay effect. These particle effects are directly controlled via the BP_Decay component, with seven exposed particle parameters for customization.
- **BP_Decay Blueprint Component:** The BP_Decay blueprint component offers extensive control with 47 parameters, allowing you to tailor the decay effects to suit your specific requirements. This component can be easily added to any blueprint and activated with the Begin Decay event, requiring no additional code.



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