Unreal engine - Fish A.I – Fish School System V2 v5.0

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Introducing Fish School System V2, a revolutionary update that takes the beloved original to new heights by harnessing the cutting-edge Unreal Engine's Niagara particle system. Say goodbye to spline-based animations as we fully embrace Niagara A.I., offering a host of enhanced features such as smart object and player avoidance, dynamic speed changes, area confinement, and more!

Customize a plethora of school behavioral settings directly within the blueprint, including size, speed, and color. Experience a staggering 10x boost in efficiency, enabling you to populate your levels with thousands of fish effortlessly.

Avoidance: Fish School System V2 introduces object and player avoidance, configurable in the details panel of each fish school. Perfect for orchestrating cinematic scenes where fish swim away from the camera or evade specific actors like sharks. Each fish school comes with its own "Swimming Area Box," allowing you to define the areas in which the fish should navigate.

Collision: Utilizing the "Destructible" collision channel, our system enables players to pass through meshes without fish passing through them. Simply activate the "Destructible" channel on your static meshes, and your fish will interact with those objects without obstruction.

Fish Animations: Choose between Auto-Animation material nodes for effortless fish mesh animations or Vertex Animation support for higher-quality animations, ideal for unconventional aquatic creatures like stingrays or eels.

Spline Guidance: Included in the package is a spline blueprint that guides A.I. schools along a predetermined path. This blueprint animates a target for the fish to follow while retaining object and player avoidance, ensuring dynamic and interactive movement.

Optimization: Even when off-screen, fish continue to move, but their impact on performance is reduced to a mere 1%. Ideal for larger areas such as oceans or lakes.

Important Notes:

- Fish School System V2 is designed for larger play areas and may have limitations in small or shallow waters.
- Collision support utilizes the "Destructible" profile due to Niagara constraints.
- Shallow water feature is excellent for horizontal swimming but has limitations with slanted collisions

- Various blueprints for adjusting Scale, Color, Animation Speed, and more.
- Fish Material with customizable colors and patterns.
- High Poly Fish Static Mesh, Low Poly Fish Particle Static Mesh & Vertex Animated Fish Static Mesh.
- Caustic Lighting Light Function Material.
- Swimming Spectator Player Pawn.

Experience the next level of fish school dynamics with Fish School System V2!