

Multi-Function Spaceship

Overview Map

Instead of skeletal meshes, all parts are made up of separate static meshes. This allows for more customization and for each static mesh to be able to move independently of one another. As a result, the Overview map may look cluttered because it shows every static mesh that comes with this asset. At the front of the map, as well as the spaceships, are Actor Blueprints with those static meshes already put together.

Animations Demo Map

This map shows all the animations this asset comes with. Previewing the animations are bound to certain key presses when in play mode:

Key	Description
1	Play animations forward
2	Play animations in reverse
3	Rotate engines vertical
4	Rotate engines horizontal
5	Left crew doors open after left ramp deploys (example on chaining sequences)
6	Left ramp retracts after left crew doors close (example on chaining sequences)
7	Fire cannons (retract barrels and fire projectiles)
9	Spawn engine and hull thruster particles
0	Despawn engine and hull thruster particles
Up Arrow	Increase engine and hull thrust
Down Arrow	Decrease engine and hull thrust

All animations were created with keyframes using Actor Sequence Components within the Actor Blueprints. These Blueprints also include functions used to access these sequences. Most animations are examples of what can be done, but they can be modified to suit your needs. The wing flaps and rudder animations will likely be tied to your controller movements rather than sequences, for example.

Cannons and attachments have multiple separate static meshes that can be animated. Only the barrel animations are included, but the arm and body can rotate too depending on your aiming system.