

Unik - Destruction with Unreal Engine 4

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1 Possibilities

The Unreal Engine 4 (short UE4) offers a so called “destructable mesh system”. With this system, meshes can be torn apart in a variable amount of chunks and can also be partially destroyed. Furthermore, the breaking points can be randomly generated and previewed. Figure 1 shows the built in editor for the destructable mesh system.

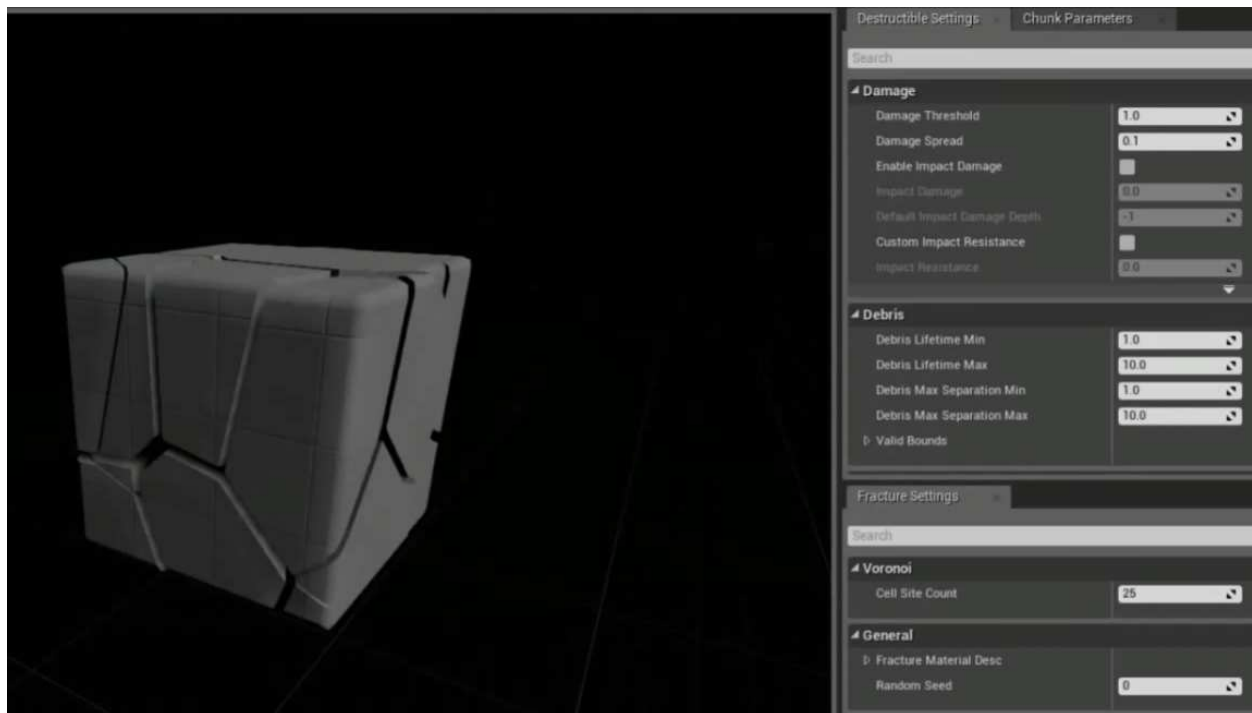


Figure 1: destructable mesh editor

The system also offers many more features like damage thresholds,, a damage accumulator option or a damage spread factor.

Applying damage to an existing object is a simple and straightforward task. You can simply integrate an “Apply Damage To” or ”Apply Radial Damage to“ blueprint to your system

and specify the needed parameters there.



Figure 2: radial damage blueprint

The next figure shows an example destruction using the described methods above.

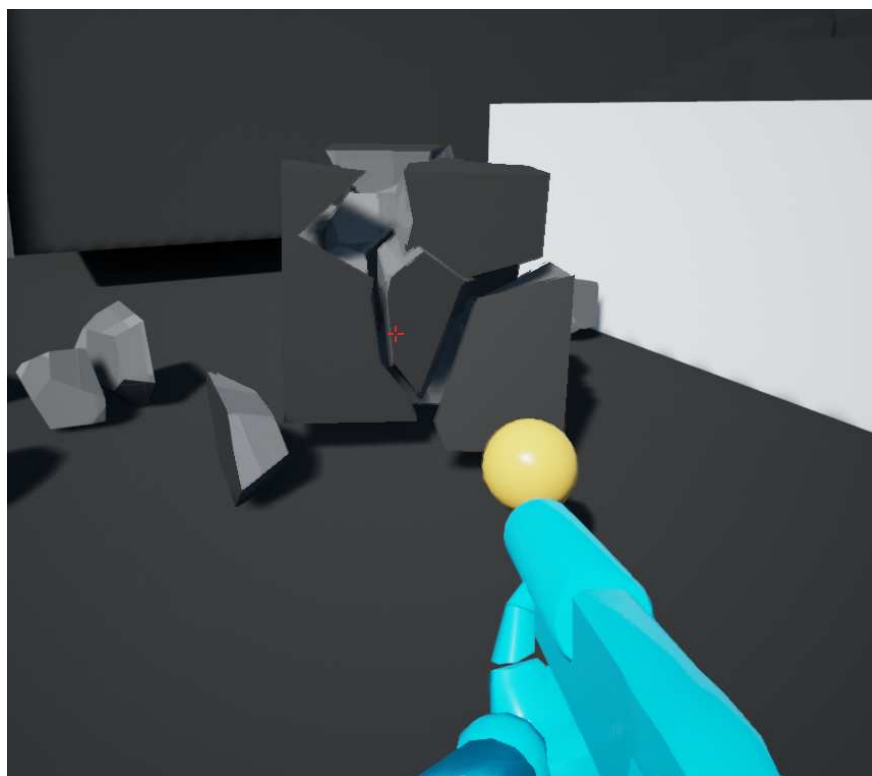


Figure 3: destructible mesh example