

FMOD Studio for UE4 Asset Pack

This asset package is made available subject to the terms detailed below and contains all assets needed to implement the project described in the tutorial videos available online.

Detailed instructions for the installation of the UE4 Plugin are available both in the video tutorials and in the README file included in the Plugin download.

Please refer to the Plugin help documentation for assistance with installation and usage of the Plugin.

It is highly recommended that the existing Blueprint code provided with the UE4 project files remains unaltered. This will ensure the functionality of the characters and vehicles featured in the level.

Attribution

The Asset Package is the property of Firelight Technologies with the following exceptions:

Sound Assets

Baja Truck Sound Assets are the property of Soundwave Concepts (<http://soundwaveconcepts.com/>)

Character and Ambient Sound Assets are the property of The Sound Librarian (<http://www.soundlibrarian.com/>)

Additional character Sound Assets provided by Sally Kellaway (<http://fmod.com/>)

Models

Heraklios Character asset (and associated textures and animations) are the property of Mixamo (www.mixamo.com) and is available from the Unreal Marketplace.

Truck Vehicle assets, Sedan Vehicle Assets, and plant, rock, foliage and textures used in the demo are the property of Epic Games and are available from the Unreal Marketplace.

Terms and Conditions

This project is for use by UE4 licensees only.

Assets in the Sound Assets collection are provided subject to the terms of the Creative Commons Attribution Non-commercial 4.0 International License (<http://creativecommons.org/licenses/by-nc/4.0/>).

For commercial use contact the respective owner for licensing terms.

Assets provided by Epic Games are provided subject to the terms of Unreal End User License Agreement.

Character asset is provided subject to the terms of the Mixamo, Inc. End User License Agreement (<https://www.mixamo.com/legal>)