

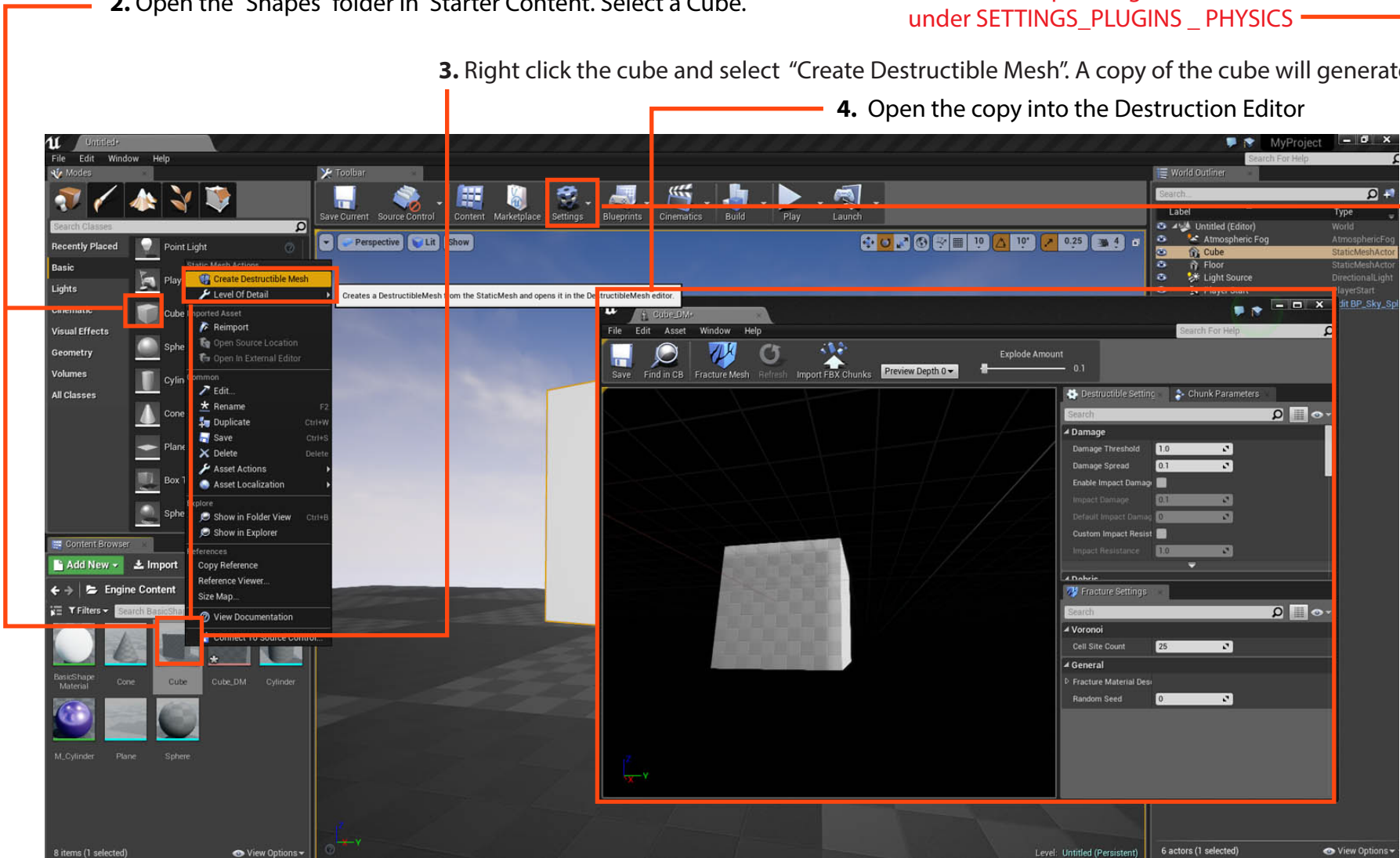
This a simplified version of destruction. In the "I" drive of our computer system is a more in depth version. **Unreal 4.15**

1. Open a New Project and select First Person with Starter Content
2. Open the "Shapes" folder in Starter Content. Select a Cube.

NOTE: If you are using Unreal 4.18 & above you must activate the Apex Plug-in found on the main menu bar under SETTINGS_PLUGINS _ PHYSICS

3. Right click the cube and select "Create Destructible Mesh". A copy of the cube will generate.

4. Open the copy into the Destruction Editor

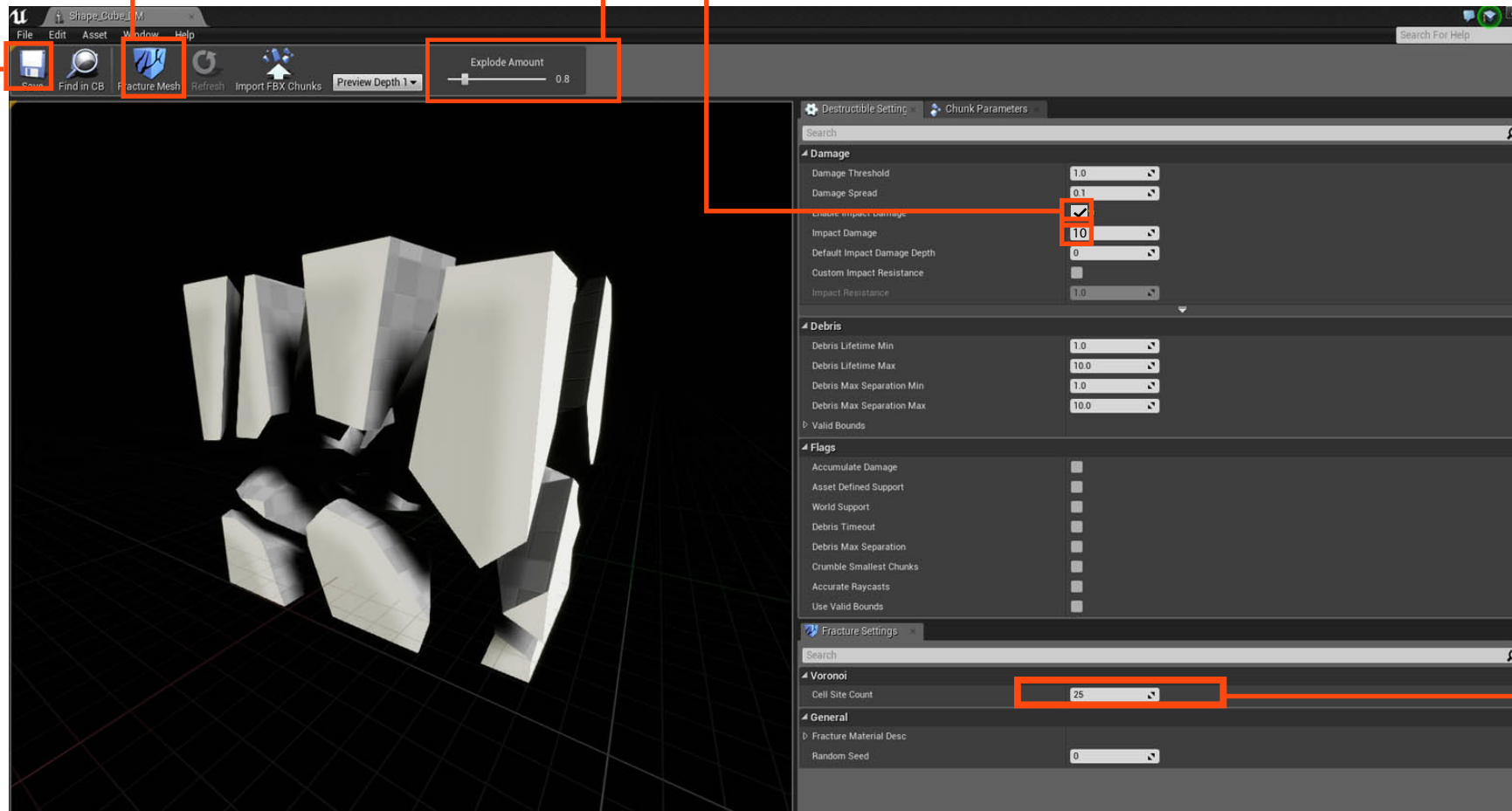


IMPORTANT NOTE: You may get several messages saying "you don't have permission" or "can't save". Ignore these and press "continue" and "save".

7. Click "Fracture Mesh" and slide the effect.

5. Next we'll enable "Damage" and increase "Damage Control" to 10 (experiment)

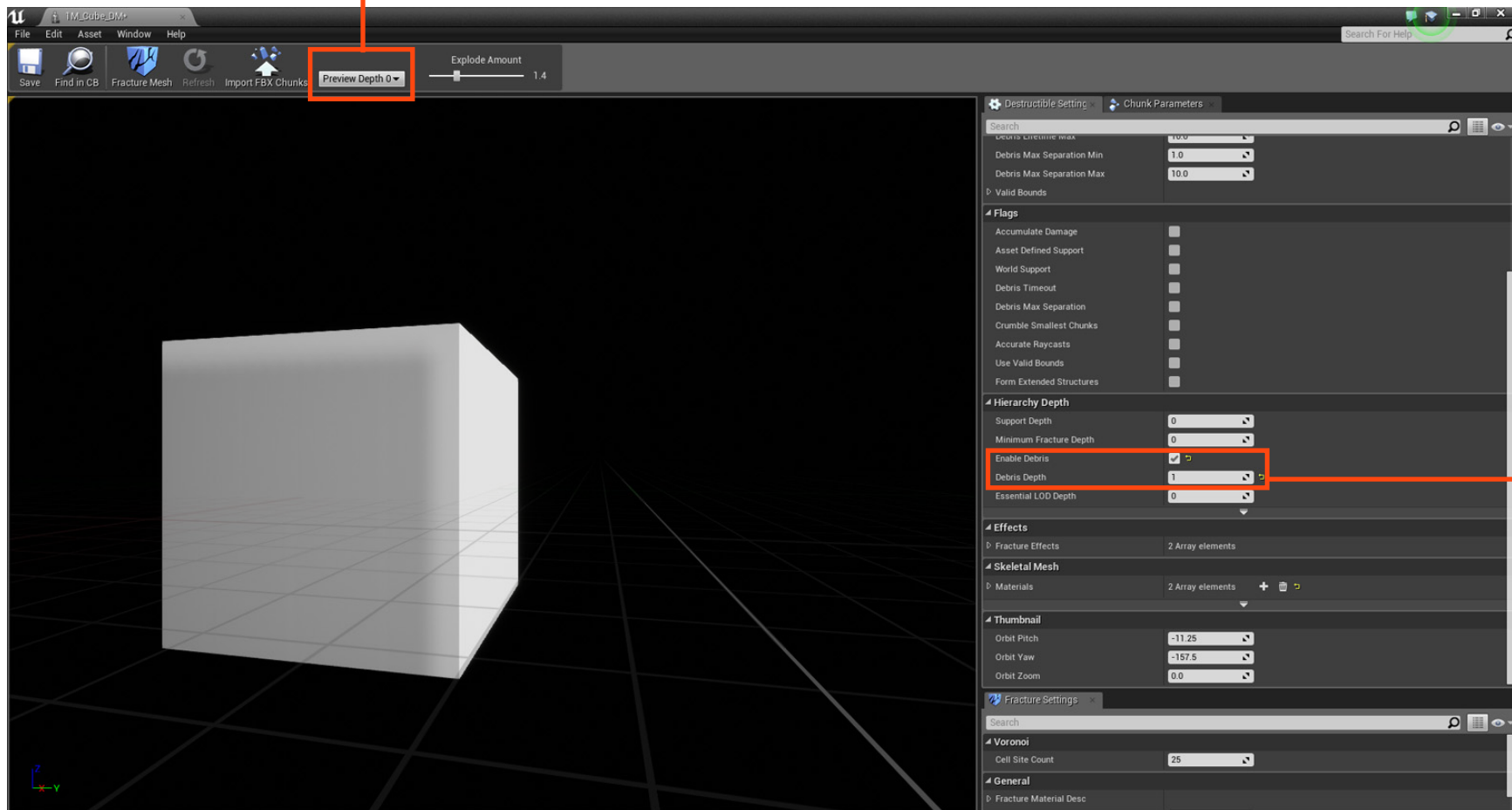
6. Then set the number of pieces we want the sphere to break into.



8. Save the mesh and drag it from the Content Browser into your scene.

9. Next check "Enable Debris" and change Debris Depth to 1

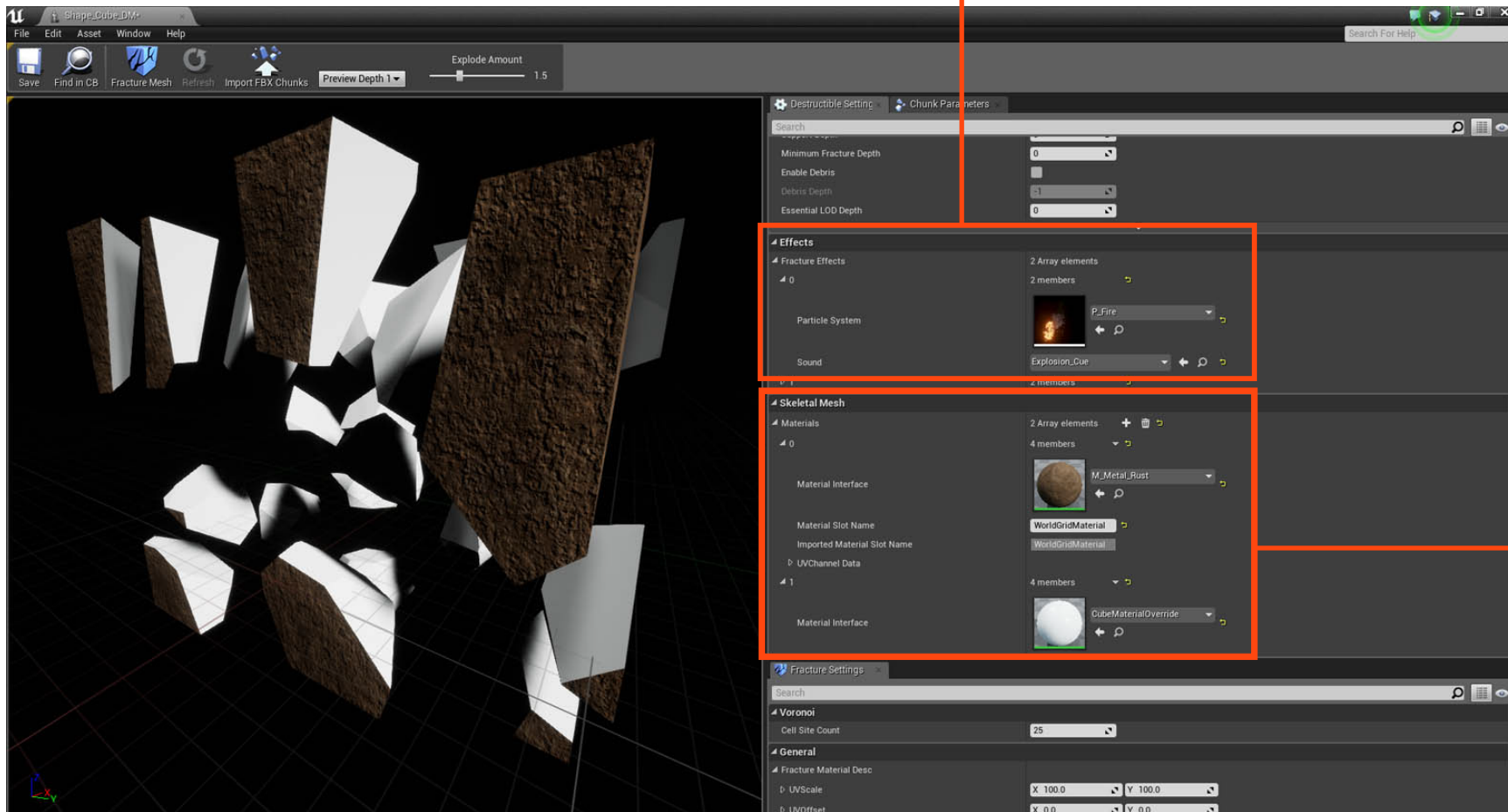
This will allow for 2 depth channels - Unfractured and fractured.
You can install 3rd party plug-ins that increase the depth levels of fracturing.
This will allow you to break pieces into smaller pieces.



Locate “Effects” and “Skeletal Mesh” on the Destruction Settings Panel

11. Now, let's add a material to outside of the cube (0) and the inside (1).

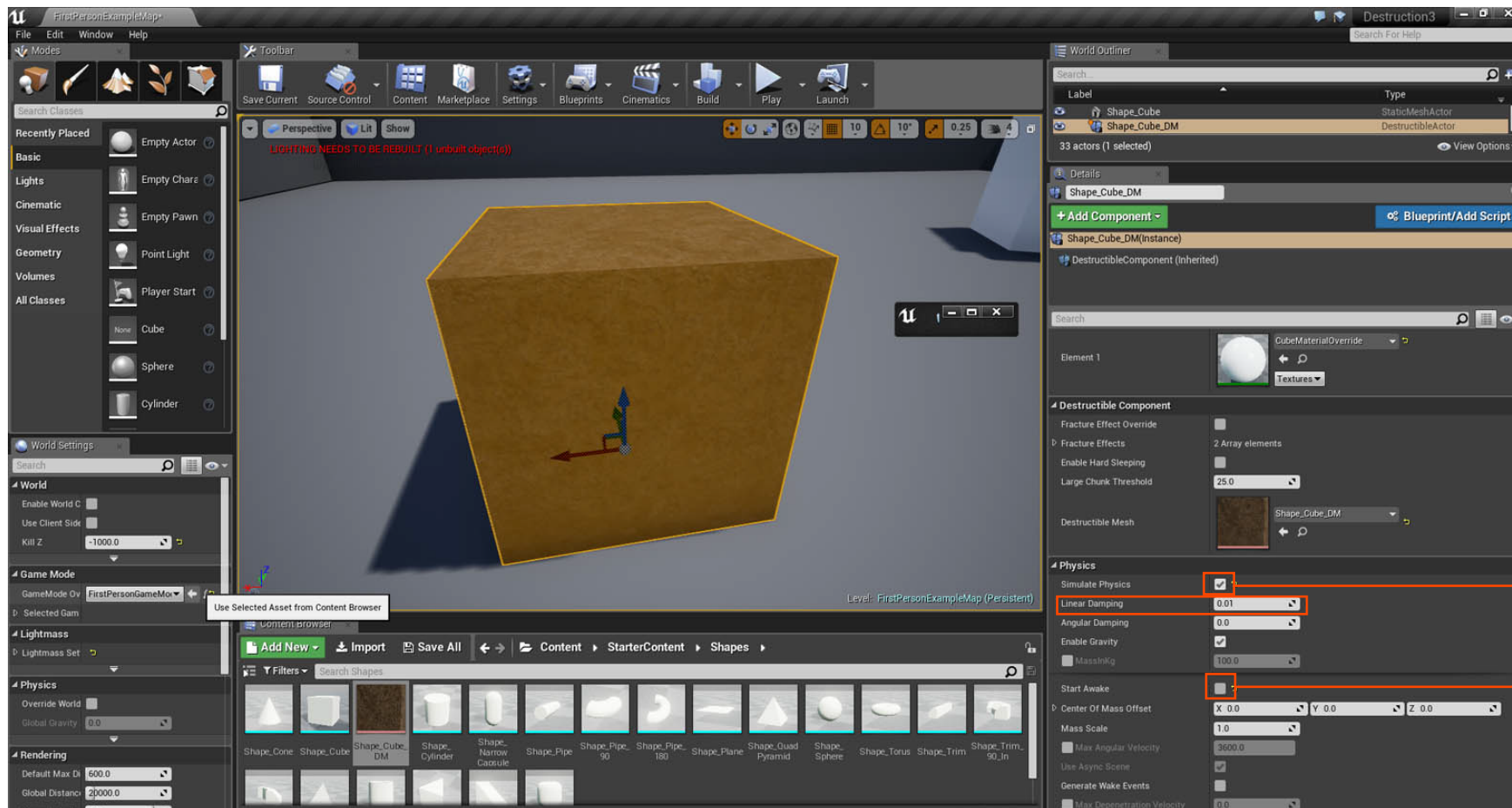
10. Finally we'll put an explosion Particle System and Sound Effect into the scene.



11. Select the cube and in the Details panel click "Simulate Physics" and open and uncheck "Start Awake".

This will prevent the cube from crumbling through the mere force of gravity, even before you try and break it.

Try adjusting the "Linear Damping" to slow the scattering of the parts



NOTE: Where you place the box is important. A box floating above the floor behaves differently than a box embedded into the floor or a box flat on the floor.