
SCHMITT STUDIO



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Unreal Engine 5.5

Houdini

C++ / Blueprints

Lumen & Nanite

Feature Highlights

- **Survival Mechanics:** *Crafting, Building, Farming*
- **Exploration:** *Modular Boat Construction & Navigation*
- **Environment:** *Dynamic Weather & Open World*
- **Ecosystem:** *Complex AI & Animal Husbandry*

DEADOCEAN

Technical Foundation of DeadOcean

Description: DeadOcean is a high-fidelity open-world survival simulator developed with Unreal Engine 5.5 and Houdini. It combines procedural environment generation with advanced survival mechanics to create an immersive, persistent world.

Technical Pillars:

- **Procedural World Building:** Leveraging Houdini for realistic terrain, water simulation, and asset distribution.
- **High-End Rendering:** Utilizing Lumen for dynamic global illumination and Nanite for cinematic-quality geometry.
- **Native Steam Integration:** Built for PC with optimized performance for modern high-end hardware.

Advanced Survival Systems: Players must gather resources to construct custom shelters and manage sustainable life cycles through farming, fishing, and animal breeding.

Deep Crafting & Engineering: Features a modular boat-building system allowing players to traverse the open ocean and explore derelict ships.

Dynamic Ecology: A vast biological simulation featuring dozens of species, including predators (Sharks, Crocodiles), marine life (Whales, Dolphins), and terrestrial animals (Pigs, Rabbits, Cats).

Data Management: Custom-built inventory and data management system.