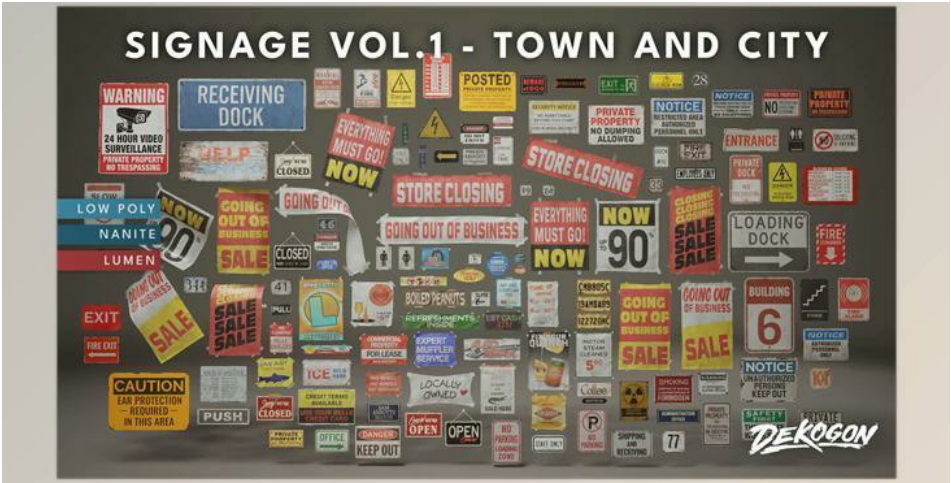




Unreal Engine - Signage VOL.1 - Town and City (Nanite and Low Poly) v5.3

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The **Unreal Engine - Signage VOL.1 - Town and City** project offers a comprehensive collection of assets, maps, and materials developed and designed to deliver AAA-quality visuals while being optimized for realistic style and budget considerations.

It includes 250 meshes, provided in both nanite and low-poly versions along with variant meshes, featuring high-quality 4k textures and a master material setup for efficient control over various properties such as roughness, albedo, and normals.

"Unreal Engine - Signage VOL.1 - Town and City" Samples:

Additionally, the assets come with channel-packed maps for roughness, metalness, and ambient occlusion, as well as realistic post-process effects and look-up tables. Legal concerns are addressed with custom-made branding and labels, ensuring freedom from any legal issues.

The models are fully detailed, scaled to the Epic Skeleton, and come with automatically generated collision and LODs. The package comprises 262 meshes, 31 materials, and material instances, and 69 textures, supporting development on Windows and targeting multiple platforms including Windows, Mac, PS4, and Xbox.



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