



## Unreal engine - Mesic Flatwoods Habitat v5.3

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### Unreal engine - Mesic Flatwoods Habitat v5.3:

Presenting a comprehensive preset foliage density brush comprising 134 unique meshes, featuring 33 AR/VR-ready botanically accurate plants designed for efficient landscape creation based on real-world data. Included is a 30 x 30 meter example environment for reference.

- **33 AR/VR Photorealistic Plants:** Low-polygon designs with individual variations, LODs, wind and light effects, all meticulously crafted from wild photographs.
- **134 Unique Meshes:** Tailored for Central Florida landscapes, offering a diverse range of flora for realistic environmental representation.
- **Editable Wind Material:** Enhance realism with customizable wind effects, including leaf rustle.
- **Subsurface Scattering Maps:** Achieve light transparency and reflection on leaf surfaces for added visual authenticity.
- **6 Ground Materials:** Facilitate landscape painting, complemented by weed models for ground surface variation.
- **Large-scale Foliage Painting Landscape:** A designated landscape, optimized for a brush size of 4000, streamlining the creation of expansive environments.
- **Preset Foliage Densities:** Simplify the process of painting foliage on large landscapes with predefined density settings.
- **Example Natural Community/Ecosystem:** Created from plant inventory and GIS data, offering a tangible representation of Central Florida's natural diversity.

### Plant List (Central Florida):

- American Beautyberry
- Blazing Star
- Bracken Fern
- Chalky Bluestem
- Coastalplain Honeycomb
- Coontie
- Dahoon Holly
- Feay's Palafox
- Fetterbush
- Flattop Goldenrod
- Florida Paintbrush
- Florida Tickseed
- Forked Bluecurl
- Goldenrod
- Hooded Pitcher Plant
- Lopsided Indiangrass
- Longleaf Pine
- Pond Cypress
- Prickly Pear
- Rayless Sunflower
- Reindeer Moss
- Sabal Palm
- Sand Live Oak
- Saw Palmetto
- Scarlet Calamint



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标签

Unreal Engine

3D-Models

平面设计

- Scrub Rosemary
- Shortleaf Rosegentian
- Spanish Moss
- St. John's Wort
- Tall Jointweed
- Titusville Balm
- Wax Myrtle
- Wiregrass

Technical Details:

- **Number of Unique Meshes:** 123
- **Collision:** Simple
- **Vertex Count:** Variable vertex count for each of the 123 meshes, including reduced hand-made LODs.
- **LODs:** Mid LOD + Billboards for all assets, optimized for AR/VR runtime efficiency.
- **Materials:** 4 Master Materials, 97 Material Instances, 1 miscellaneous material.
- **Textures + Resolutions:** 2048x2048 (6), 1024x2048 (4), 1024x1024 (69), 512x1024 (4), 512x512 (75), 128x128 (2).
- **Supported Dev Platforms:** Windows (YES), Mac (Not tested).



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