

Unreal engine - Boatyard VOL.2 - Old Boats (Nanite) v5.3

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Unreal engine - Boatyard VOL.2 - Old Boats (Nanite) v5.3: This comprehensive project encompasses all elements depicted, featuring assets, maps, and materials meticulously crafted within the Unreal Engine. Each asset is designed with a focus on achieving realistic AAA-quality visuals while adhering to stylistic considerations and budget constraints.

- 14 meticulously crafted meshes
- High-quality texture sets with 4k resolution
- Utilizes Nanite technology for optimal polycount fidelity
- Master material setup for streamlined control of props and models
- Enhanced controls for roughness, albedo, normals, and more
- Channel-packed textures for Roughness, Metalness, and Ambient Occlusion
- Realistic Post Process and Look Up Table for immersive visuals
- Game-optimized for efficient performance
- Nanite versions available for each mesh
- Custom branding and labels ensure freedom from legal issues
- Fully detailed models for a rich gaming experience

This project, brought to life by the talented artists at Dekogon Studios, delivers a high-quality and immersive experience, meeting the demands of AAA standards while maintaining a careful balance of style and efficiency within the Unreal Engine.



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