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Unreal Engine - Environments Shanty Town Slums (Engine Version 5.0-5.2)

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Unreal Engine - Environments Shanty Town Slums (Engine Version 5.0-5.2): The Shanty Town Slums asset pack offers a comprehensive collection for constructing a village and dockside setting. Included are 8 boats and dock assets, along with various structures like doors, floors, roofs, shelters, stairs, walls (brick, metal, wood), debris, drainage, fences (barb wire, brick, chainlink, metal, palm, wood), foliage (bush, grass, plants, trees), metal sheets, miscellaneous items, mountains, posts, power poles, rocks, particles, and audio assets.

All props are scaled to the Epic skeleton and utilize Physically-Based Rendering (PBR). Texture sizes range from 89x4096 to 8x512 or below, with collision support and 2 to 4 LODs for optimization. The pack consists of 153 meshes, 14 materials, 49 material instances, and 129 textures. It is compatible with Unreal Engine 5.0 and intended for use on Windows, Mac, Linux, and HTC Vive platforms, with testing conducted on Windows and HTC Vive.

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