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Unreal engine - Scrub Habitat Brush v5.3

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Unreal engine - Scrub Habitat Brush v5.3: This content pack offers a preset foliage density brush featuring 91 unique meshes and 23 AR/VR-ready botanically correct plants, designed to create realistic landscapes with a single stroke effortlessly. A 30 x 30-meter example environment is included for reference, allowing users to represent real-world data in their creations easily.

Key features include 23 photorealistic, low-polygon plants with individual variations, LODs, wind and light effects, all meticulously crafted using photographs taken in the wild. Additionally, the pack provides 91 unique meshes specifically tailored for Central Florida landscapes and editable wind materials featuring leaf rustle effects and subsurface scattering maps for enhanced light transparency and reflection on leaf surfaces.

Users will also benefit from six ground materials for landscape painting, preset foliage densities for quick foliage painting on large landscapes, and an example a natural community/ecosystem created from plant inventory and GIS data for Central Florida.

The plant list includes a diverse range of flora native to Central Florida, such as Blazing Star, Sabal Palm, and Wax Myrtle; these digital art 3D plant models were meticulously created by an interdisciplinary team of artists and scientists led by Dr. Maria C. R. Harrington and Dr. Patrick Bohlen, supported by various collaborators.

Initiated to support research on immersive informal learning, the Virtual UCF Arboretum project is a collaboration between The Harrington Lab and the UCF Arboretum, funded by Epic MegaGrant to improve models for community use. Whether for educational purposes, environmental studies, or artistic endeavors, this content pack offers various resources to enhance virtual landscapes and experiences.





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