

### Unreal engine - MW Dune Desert Landscape v5.3

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**Unreal engine - MW Dune Desert Landscape v5.3:** Introducing MW LANDSCAPE, a highly detailed 400 SQKM dune desert landscape solution designed to bring next-gen realism to your projects.

**Here's what you can expect from this comprehensive package:**

- Complete dune desert biome solution featuring professionally scanned photogrammetry models, palms, rocks, debris, and plant textures.
  - Full Nanite support ensures high-res meshes for all assets, including trees, plants, rocks, and debris, providing truly next-gen visuals.
  - Powerful procedural generation tools enable the easy creation of detailed desert oases with hundreds of plants using procedural foliage generation.
  - Advanced materials and functions offer nine different surface types, including sands, oases, rock/stones, and dirt, with automatic ground cover and foliage generation.
  - Shared structure and functions allow for easy tweaking and optimization across projects, with master materials, colour correction, randomization, and feature switches shared between products for seamless integration.
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- High-res Nanite meshes for palms, debris, rocks, and slopes.
  - High-resolution photogrammetry models and textures.
  - Procedural oasis generation.
  - Interactive foliage.
  - Nine paintable forest landscape layers.
  - Paintable procedural water puddles.
  - Procedural oasis ground cover.
  - Foliage wind system.
  - Two Lumen lighting presets daytime and nighttime.
  - Massive 400 SQKM landscape to explore and build upon.



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