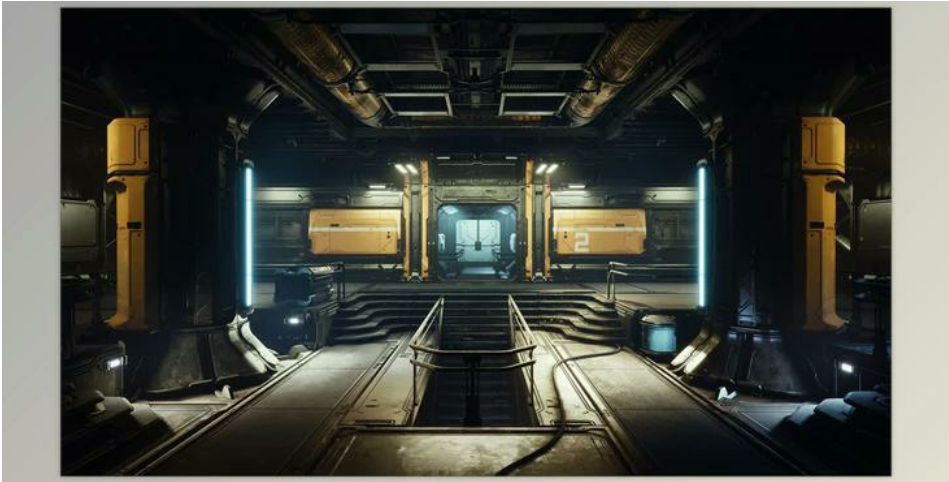# Unreal Engine - JUPITER - Sci-Fi Modular Environment Kit (Engine version 4.24-4.27, 5.0-5.3)

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Unreal Engine - JUPITER - Sci-Fi Modular Environment Kit: Introducing a comprehensive set of sci-fi modular elements designed for creating expansive playable interior and exterior levels. Crafted using a modern pipeline, these assets facilitate the creation of new high-quality aspects with ease. Suitable for first-person, third-person, and top-down games alike.

- Number of Meshes: 156
- Number of Blueprint Assets: 18
- Collision: Yes, manually crafted for accuracy.
- Vertex Count: Ranges from 24 to 7600 triangles per mesh.
- LODs: None implemented.
- Number of Materials and Material Instances: 74
- Number of Textures: 18
- Texture Resolutions: 8 textures at 2048x2048, 6 textures at 4096x4096, and 4 textures at 1024x1024.
- Supported Development Platforms: Windows

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