



Unreal engine - Stylized Ancient Temple v5.3

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Unreal engine - Stylized Ancient Temple v5.3: Introducing a stylized ancient temple environment, meticulously crafted with attention to detail by the talented artist Abhishek Dhakate. This environment offers a diverse range of assets to aid in creating or refining your virtual worlds. High attention to detail is a hallmark of this creation, ensuring that every element of the environment is finely crafted to deliver an immersive experience for players. Dive into unique asset concepts that set this environment apart, offering fresh and original designs to elevate your project. Expect high-quality assets throughout, from textures to meshes, promising top-notch visuals.

Moreover, these assets are game-ready and optimized, ensuring smooth performance without compromising quality. Technical details include 39 unique meshes, automatically generated collision for seamless interaction, and support for LODs to enhance performance across different platforms. With 53 materials and material instances and 62 textures ranging from 2k to 4k resolutions, the environment provides crisp and detailed visuals to captivate players.

Compatible with both Windows and Mac systems, this environment invites you to immerse yourself in the world of ancient temples and take your project to new heights. Whether you're a seasoned developer or new to game design, these assets offer the tools to create captivating and immersive worlds that leave a lasting impression on players.



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