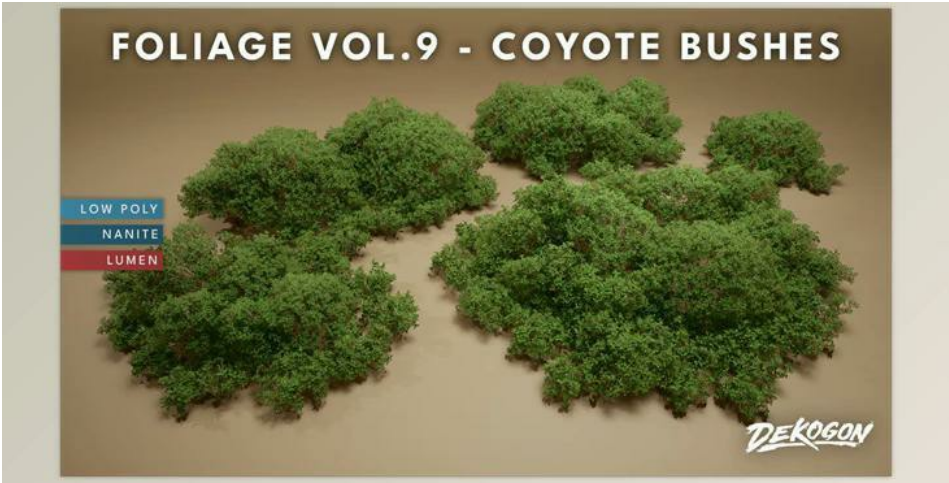




Unreal Engine - Foliage VOL.9 - Coyote Bushes (Nanite and Low Poly)

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Unreal Engine - Foliage VOL.9 - Coyote Bushes (Nanite and Low Poly):

Presenting a comprehensive Unreal Engine project featuring all assets, maps, and materials showcased. Crafted for AAA-quality visuals within a realistic style and budget, each asset is meticulously created using Nanite for high-fidelity polycounts.

- 26 Meshes (13 Nanite, 13 low poly)
- High-quality 4k texture sets ensuring realism and fidelity
- Master material setup governing the majority of props and models
- Additional controls for roughness, albedo, normals, and more
- Channel-packed textures for Roughness, Metalness, and Ambient Occlusion
- Realistic Post Process and Look Up Table for enhanced visuals
- Optimized for seamless integration into games
- Custom-made branding and labels, ensuring a legal and branding-free experience
- Fully detailed models from all perspectives
- Lumen support for Unreal Engine 5.0+

Technical Details:

This project is meticulously designed to deliver exceptional visual quality and style, catering to AAA standards while maintaining efficiency. Utilizing Nanite technology, each asset guarantees high-quality fidelity polycounts, complemented by 4k textures and a master material setup for ease of customization. Legal considerations have been addressed with custom-made branding and labels, ensuring a hassle-free experience. Furthermore, the project supports Unreal Engine 5.0+ with Lumen integration for cutting-edge visuals. Elevate your project with this comprehensive and visually striking Unreal Engine package.



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