



Unreal Engine - POLY - New York City Modular (Engine version 4.24- 4.27, 5.0- 5.2)

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Unreal Engine - POLY - New York City Modular: Introducing a lightweight and flexible low poly resource kit, perfect for prototyping or enhancing a low poly world. This comprehensive package includes a vast array of skyscrapers, factories, buildings, and houses, allowing you to construct a sprawling metropolis complete with all the necessary infrastructure.

This kit is versatile, and suitable for creating environments for both first and third-person games, as well as strategy and city-building games. In addition to the main structures, the asset includes various details essential for game development.

The entire package is designed in a polygonal style, making it easy to merge with other packages of similar style. With over 380 models and more than 2000 color variations, you'll have ample resources to build a dynamic and multi-level cityscape.

- Build Elements: 268 models
- City Props: 119 models
- Total Models: 387
- Maximum Poly Count: 15000
- Minimum Poly Count: 20
- Texture Count: 1
- Texture Size: 1024x1024 px



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