



Unreal Engine - Havana Street Environment + ULAT v5.0

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Unreal Engine - Havana Street Environment + ULAT v5.0:

Havana Scene Asset Pack

Elevate your game environments or virtual production levels with our meticulously crafted Havana Scene Asset Pack. Featuring 111 unique meshes, each meticulously designed to offer high-quality visuals and optimal performance in game-ready projects.

Ultimate Level Art Tool (ULAT):

ULAT, short for Ultimate Level Art Tool, is a modular design development tool originally tailored for mobile and web-based systems. With its showcased preassembled scene, this tool empowers creators to populate their environments with high-quality assets, showcasing attention to detail and AAA quality.

- 111 Unique Meshes
- AAA Quality with meticulous attention to detail
- Controllable parameters in Material Instances for versatile customization
- Game-ready assets optimized for seamless integration
- Unique concepts and design variations for enhanced creativity
- Material variations available for select assets

Texture Sizes:

- 4096 for detailed assets
- 2048 for mid-sized assets
- 1024 for smaller assets

Collision:

- Custom collisions tailored for complex assets ensure accurate interactions within the environment.

LODs (Level of Detail):

- 3 LODs provided for complex assets, optimizing performance across various viewing distances.

Asset Details:

- Number of Meshes: 111 unique meshes
- Number of Materials and Material Instances: 131
- Number of Textures: 251

Supported Development Platforms:

- Compatible with all platforms, ensuring versatility in project deployment.

With its comprehensive array of assets, ULAT provides the essential toolkit for developers and creators to realize their vision with stunning visual fidelity and optimal performance across diverse platforms.



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