

Unreal engine - Depression Marsh Habitat Brush v5.3

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Presenting a comprehensive content pack featuring an advanced foliage density brush with 87 unique meshes, including 19 meticulously crafted AR/VR-ready plants. This versatile tool enables users to effortlessly create landscapes with real-world accuracy, complete with a 30 x 30 meter example environment for reference.

- 19 AR/VR Photorealistic, Low-Polygon Plants: Each plant is meticulously designed for realism with individual variations, LODs, wind, and light effects, all derived from photographs taken in the wild.
- 87 Unique Meshes for Central Florida Landscapes: Specifically tailored for Central Florida environments, offering diverse flora for a lifelike setting.
- Editable Wind Material with Leaf Rustle: Customize the wind effects with an editable material that adds a realistic leaf rustle.
- Subsurface Scattering Maps: Enhance light transparency and reflection on leaf surfaces for added realism.
- 6 Ground Materials and Weeds: Included for landscape painting, along with ground surface weeds to add natural texture.
- Large-Scale Foliage Painting: A dedicated landscape for expansive foliage painting, with recommended brush size settings.
- Preset Foliage Densities: Streamline the process of painting foliage on large landscapes with preset density options.
- Example Natural Community/Ecosystem: Created using plant inventory and GIS data for Central Florida, offering a practical example for ecosystem representation.

Plant List for Central Florida:

- Blazing Star
- Bog Button
- Chalky Bluestem
- Dahoon Holly
- Feay's Palafox
- Flattop Goldenrod
- Florida Paintbrush
- Florida Tickseed
- Goldenrod
- Hooded Pitcher Plant
- Lopsided Indiangrass
- Pond Cypress
- Rayless Sunflower
- Sabal Palm
- Shortleaf Rosegentian
- St. John's Wort
- Waterlily
- Wax Myrtle
- Wiregrass

Technical Details:

- Number of Unique Meshes: 87
- Collision: Simple
- Vertex Count: Variable counts for each of the 87 meshes, including reduced hand-made LODs.



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标签

3D-Models

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平面设计

- LODs: Mid LOD + Billboards for all assets, excluding clutter. Meshes are optimized for AR/VR runtime efficiency.
- Number of Materials + Material Instances: 4 Master Materials, 62 Material Instances, 1 miscellaneous material.
- Number of Textures + Resolutions:
 - 2048x2048: 3 textures
 - 1024x1024: 62 textures
 - 512x1024: 2 textures
 - 512x512: 42 textures
 - 128x128: 2 textures

Supported Development Platforms:

- Windows: Yes, fully supported for development.
- Mac: Not tested, compatibility not guaranteed.



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