



Unreal Engine - Abandoned house (Engine version 5.1- 5.2)

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Unreal Engine - Abandoned house: Introducing a comprehensive collection of over 400 static meshes to help you create a fully realized abandoned house. This product offers a wide range of interior decoration objects, including beds, bed linen, tables, chairs, carpets, dishes, and more. From the abandoned house itself to electrical wiring, heating systems, wallpaper, plastered walls, and beyond, this pack has everything you need to construct a detailed and immersive environment.

Technical Details:

- Number of Unique Meshes: 431
 - Collision: Yes, automatically generated
 - Vertex Count: Ranges from 132 (for a book) to 449,087 (for a web)
 - LODs: No
 - Number of Materials and Material Instances: 82
 - Number of Textures: 172
 - Texture Resolutions: 4096x4096, 2048x2048, 1024x1024, 32x32
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- Extensive selection of props for interior decoration
 - Easily customizable materials for props
 - Use of masks for glass material
 - Implementation of the nanite system for all objects (except semi-transparent ones)



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