



Unreal Engine - A Futuristic City - LAKE TOWN v5.3

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Unreal Engine - A Futuristic City - LAKE TOWN v5.3: In this project, a bustling city is nestled near a serene lake, offering a picturesque setting for various structures and activities.

Interior Structures Available:

- All sports fields, including a stadium, swimming pool, basketball court, and paddle court, are designed to real-world or Olympic dimensions.
- Airport
- Aquapark
- Concert arena
- Villa Types 1, 2, and 3
- Glass buildings such as a temple, planetarium, and green dome.

Vehicles:

- Plane
- Helicopter
- Container truck
- Sonic bus
- Yacht
- Yacht with sails

Animated Features:

- Ferris wheel
- Wind turbines
- Assets are textured with Physically Based Rendering (PBR) materials.
- All assets are set to a real-world scale.
- LUMEN project with game-ready features.
- Utilizes Nanite technology for high-quality objects.
- Total of 320 unique meshes.
- Collisions are manually adjusted for smooth navigation.
- Vertex count: 179,872,324
- Includes Level of Detail (LOD) settings for optimized performance.
- It is comprised of 40 materials and 416 material instances.
- 707 textures with various resolutions including 8192x8192, 4096x4096, 2048x2048, and 1024x1024.
- Supported Development Platforms: Windows



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