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Unreal Engine - Stable Environment + ULAT

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Unreal Engine - Stable Environment + ULAT: Introducing a Stable Environment Pack featuring 33 unique meshes, ideal for creating captivating Medieval or Western setups. Crafted by the talented artist Sakis Laspas, this pack includes a showcased preassembled scene for reference and inspiration. Whether you're developing game environments or virtual production levels, these well-optimized assets ensure high-quality visuals.

Technical Details:

- Attention to detail and high quality throughout
- Complete environment set for comprehensive scene creation
- Game-ready and optimized for efficiency
- Texture sizes range from 2048 to 512
- Collision included
- Three levels of detail (LODs) for complex assets
- 33 unique meshes with corresponding materials and material instances
- A total of 49 textures
- Compatible with Unreal Engine versions 4.25 and above, including UE5, 5.1, 5.2, and 5.3

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