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Unreal engine - Subtropical Waterbody Habitat Brush v5.3

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Introducing a comprehensive content pack featuring a preset foliage density brush, encompassing 126 distinct meshes and 34 meticulously crafted, AR/VR-ready, botanically accurate plants. This pack allows you to effortlessly create lush landscapes with a single stroke, mirroring real-world data. An example environment measuring 30 x 30 meters is provided for reference.

- **Unreal Water Plug-in Compatibility:** Requires the Unreal Water Plug-in for optimal functionality, enabling users to manually place Waterlilies on water surfaces.
- **Photorealistic Low-Polygon Plants:** 34 AR/VR-ready plants, each intricately designed with individual variations, LODs, and dynamic wind and light effects. These assets are created using photographs captured in the natural environment.
- **Diverse Mesh Collection:** 126 unique meshes specifically tailored for Central Florida landscapes, offering a rich variety for realistic and immersive environments.
- **Wind Material with Leaf Rustle:** Editable wind material with leaf rustle effects, enhancing the realism and visual appeal of the foliage.
- **Subsurface Scattering Maps:** Utilizes subsurface scattering maps for light transparency and reflection on leaf surfaces, contributing to a lifelike appearance.
- **Ground Materials and Weeds:** 6 ground materials designed for landscape painting, accompanied by weeds for added ground surface texture and realism.
- **Landscape Painting Efficiency:** Includes a landscape specifically designed for large-scale foliage painting, with recommended brush size set at 4000 for swift and efficient application.
- **Foliage Density Presets:** Preset foliage densities streamline the process of painting foliage on expansive landscapes, ensuring ease of use and customization.
- **Ecological Examples for Central Florida:** Presents two example natural communities/ecosystems created using plant inventory and plant distribution GIS data specific to Central Florida.

Plant List for Central Florida:

- A meticulously curated list featuring 34 indigenous plants, including the American Beautyberry, Hooded Pitcher Plant, Waterlily, and many more.

Immerse your virtual landscapes in realism and biodiversity with this comprehensive content pack, offering both ease of use and meticulous attention to detail for your Unreal Engine projects.

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