



Unreal engine - Dome Swamp Habitat Brush v5.3

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Introducing a comprehensive content pack featuring a preset foliage density brush, incorporating 76 distinct meshes and 18 meticulously crafted AR/VR-ready plants. This tool allows you to effortlessly create landscapes with a single stroke, mirroring real-world data. For reference, a 30 x 30 meter example environment is included in the pack.

Technical Specifications:

- Unique Meshes: 76 meshes offer diverse foliage options.
- Collision: Simple collision for easy integration.
- Vertex Count: Each of the 76 meshes comes with variable vertex counts, including hand-made LODs for optimized performance.
- LODs: Mid LOD + Billboards are provided for all assets, except for clutter. Meshes are thoroughly tested for AR/VR runtime efficiency.
- Materials: The asset features 4 Master Materials, 64 Material Instances, and 1 miscellaneous material for enhanced customization.
- Textures: A rich variety of textures is included with the following resolutions:
 - 2048x2048: 6 textures
 - 1024x1024: 63 textures
 - 512x1024: 2 textures
 - 512x512: 45 textures
 - 128x128: 2 textures

Supported Development Platforms:

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

This content pack offers a powerful tool for designers and developers, combining ease of use with high-quality assets for realistic and immersive landscapes in AR/VR environments.



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标签

Unreal Engine

平面设计

3D-Models



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