

Unreal Engine - Stylized - Dynamic Nature (Engine version 4.25- 4.27, 5.0- 5.3)

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Unreal Engine - Stylized - Dynamic Nature: A vibrant pack of stylized trees, rocks, grass, plants, water, and 3D clouds. Watch the trailer below for a closer look at this package!

Texture Features:

- All 3D assets feature 2048x2048 (2K) resolution albedo & normal maps.
- Seventeen alpha maps are included as masks for tree leaves, grass, and landscape noise.

The number of Unique Materials and Instances:

- Ten master materials (Grass, Trunk, Leaves, Rocks, Plants, Water, Clouds, Landscape, Leaf Particles, and Wind Trails).
- One hundred two material instances (to demonstrate how each master material can be applied).
- Eighteen unique trees, including Bamboo, Birch, Palm, and Pine.
- Sixteen unique rocks, each built to scale well.
- Complex grass, water, and cloud master materials. Featuring lots of tweakable parameters.
- Global wind parameters affect all trees, grass, and plant assets.
- Various particle effects, including wind trails and falling leaves.
- 'Kuwahara Filter' post-process material produces a painting-like visual effect.



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