



Unreal engine - Showroom Environment - gallery

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Mixaill Studio proudly presents a comprehensive solution for your games, VR projects, and simulators - the Showroom Environment - Gallery Pack. This package equips you with everything you need to create an immersive gallery experience, complete with customizable furniture that can be seamlessly integrated into other projects.

- Room: A fully furnished room serving as the backdrop for your gallery, providing an immersive environment for showcasing art and exhibits.
- Pictures: Various pictures and artworks to adorn the walls of your gallery, enhancing visual appeal and adding depth to the space.
- Sculptures: Sculptures and 3D artworks to display within the gallery, allowing for diverse and captivating exhibits.
- Bench: A bench for visitors to sit and admire the displays, offering comfort and convenience within the gallery setting.
- Plant: A decorative plant to add a touch of nature and freshness to the environment, contributing to the overall ambiance of the gallery.

Texture Sizes:

- (4) 256 x 256
- (3) 512 x 512
- (16) 1024 x 1024
- (15) 2048 x 2048
- (10) 4096 x 4096

Technical Details:

- Collision: Yes, Automatically Generated
- LODs: No
- Number of Meshes: 54
- Number of Materials and Material Instances: 17
- Number of Textures: 48
- Supported Development Platforms: PC
- Supported Target Build Platforms: PC
- Documentation: Not Included

Transform your projects with MixaiIl Studio's Showroom Environment - Gallery Pack, and create captivating and immersive gallery experiences for your audience to explore and enjoy.



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