Unreal engine - Xeric Hammock Habitat Brush v5.3

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Unreal engine - Xeric Hammock Habitat Brush v5.3:

Introducing a comprehensive preset foliage density brush featuring 78 unique meshes and 15 AR/VR-ready botanically accurate plants. Designed for streamlined landscape creation based on real-world data, the content pack includes a 30 x 30 meter example environment for reference.

- **15 AR/VR Photorealistic Plants:** Low-polygon designs with individual variations, LODs, wind, and light effects, all meticulously crafted from wild photographs.
- **78 Unique Meshes:** Tailored for Central Florida landscapes, offering a diverse range of flora for realistic environmental representation.
- **Editable Wind Material:** Enhance realism with customizable wind effects, including leaf rustle.
- **Subsurface Scattering Maps:** Achieve light transparency and reflection on leaf surfaces for added visual authenticity.
- **6 Ground Materials:** Facilitate landscape painting, complemented by weed models for ground surface variation.
- **Large-scale Foliage Painting Landscape:** A designated landscape, optimized for a brush size of 4000, streamlining the creation of expansive environments.
- **Preset Foliage Densities:** Simplify the process of painting foliage on large landscapes with predefined density settings.
- **Example Natural Community/Ecosystem:** Created from plant inventory and GIS data, offering a tangible representation of Central Florida's natural diversity.

Plant List (Central Florida):

- Florida Tickseed
- Goldenrod
- Lopsided Indiangrass
- Longleaf Pine
- Pond Cypress
- Prickly Pear
- Reindeer Moss
- Sabal Palm
- Sand Live Oak
- Saw Palmetto
- Scrub Rosemary
- Shortleaf Rosegentian
- Spanish Moss
- Wax Myrtle
- Wiregrass

Technical Details:

- **Number of Unique Meshes:** 78
- **Collision:** Simple
- **Vertex Count:** Variable vertex count for each of the 78 meshes, including reduced hand-made LODs.
- **LODs:** Mid LOD + Billboards for all assets except for clutter (meshes tested for AR/VR runtime efficiency).
- **Materials:** 4 Master Materials, 57 Material Instances, 1 miscellaneous material.
- **Textures + Resolutions:** 2048x2048 (3), 1024x2048 (4), 1024x1024 (55), 512x1024 (4), 512x512 (42), 128x128 (2).
- **Supported Dev Platforms:** Windows (YES), Mac (Not tested).

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