

Unreal engine - News Studio - Environment for VR, News Reports or Backdrops v5.0

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Introducing the 3D News Studio Environment for Unreal Engine, a cutting-edge solution for creating immersive, lifelike American news station studios right within your virtual world. With meticulously crafted PBR textures, support for Nanite technology, and dynamic Lumen lighting, your broadcast scenes will exude realism and professionalism like never before.

- **Realism Redefined:** Immerse your audience in lifelike environments with high-quality PBR textures that elevate the authenticity of materials and visuals.
- **Nanite Technology:** Maintain incredible detail even at close zoom levels, ensuring clarity and realism without compromise.
- **Lumen Lighting:** Experience dynamic lighting and real-time global illumination, delivering a cinematic broadcast atmosphere that captivates viewers.
- **Versatile Scenes:** Explore multiple scenes tailored for various news segments, including breaking news, sports, weather, and talk shows, providing the perfect backdrop for any broadcast.
- **User-Friendly Setup:** Seamlessly integrate and customize scenes within Unreal Engine, offering intuitive controls for effortless configuration.
- **Elevate Your Content:** Whether for virtual broadcasting, educational purposes, marketing initiatives, or events, this environment empowers you to deliver impactful and engaging content.
- **Cost-Effective Solution:** Enjoy significant savings compared to traditional physical studio setups, making virtual broadcasting more accessible and economical.

Unleash the full potential of virtual broadcasting with our 3D News Studio Environment, setting a new standard for professionalism and immersion in the digital realm.

Technical Details:

- 52 unique meshes, totaling 67 assets, providing versatility and flexibility in scene creation.
- Mixed collision options ensure accurate interactions within the environment.
- Vertex counts ranging from 4 to 12,548 cater to varying levels of detail and performance requirements.
- LODs and Nanite support further optimize performance and detail management.
- A curated selection of 5 materials and 49 material instances offer comprehensive customization options.
- 125 textures, ranging in resolutions from 256x6 to 4096x6, ensure high-quality visuals across the board.

Supported Development Platforms:

Compatible with Windows and Mac platforms, ensuring accessibility for creators on multiple systems.

Documentation:

Comprehensive documentation available for easy reference and implementation. Enhance your virtual broadcasting capabilities with the 3D News Studio Environment, setting the stage for professional-grade productions in Unreal Engine.



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标签

- Unreal Engine
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