



Unreal engine - POLYGON – Ancient 4.27

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Unreal engine - POLYGON – Ancient 4.27: The Greek-Roman fusion asset pack offers a comprehensive collection of buildings, props, weapons, and characters, providing everything needed to kickstart an Ancient World-based game. With over 700 detailed prefabs included, developers have many assets at their disposal.

Assets:

- Characters (11): Includes characters such as Captain Male, Farmer Female, Politician Male, Soldier Female, Upperclass Female, Worker Male, and more.
- Character Attachments (28): Attachments like Beards, Hairs, Helmets, Capes, and Crowns to customize character appearances.
- Buildings (237): Comprehensive building pieces including Amphitheatre, Balconies, Ceilings, Doors, Pillars, Trellises, Walls, Windows, and more.
- Props (329): Extensive props ranging from Banners, Baskets, and Braziers to Tools, Statues, Tables, Torches, and more.
- Environment (128): Includes Background Islands, Bushes, Crops, Flowers, Trees, Clouds, and other environmental assets to enhance the game world.
- FX (9): Special effects like candle flame, dust, large and small fire, fountain pour, grass blowing, incense, leaves, and sun beam.
- Weapons (15): A selection of Axes, Scabbards, Shields, Spears, and Swords for character customization and combat scenarios.

Technical Details:

- Number of Unique Meshes: 793
- Collision: Yes, a mixture of custom and per face
- LODs: No
- Number of Materials and Material Instances: 127
- Number of Textures: 160
- Texture Resolutions: Various resolutions ranging from 4096x4096 to 128x128
- Compatibility with POLYGON - Shops/ Horror Mansion/ Nightclubs for building parts
- Monumental Island demo scene included
- Modular buildings for flexible customization
- Farmland area for creating diverse environments
- Character poses indicative only



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