



Unreal Engine - Science Fiction Valley Town

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Unreal Engine - Science Fiction Valley Town: introducing the Science Fiction Valley Town with interiors, a stunning SCI-FI valley village designed to work seamlessly with NANITE and LUMEN technologies, containing 99 static meshes on UE 5.

Technical Details:

- Number of Unique Meshes: 90
- Collision: Yes, automatically generated and per-poly
- LODs: Yes
- Number of Materials and Material Instances: 13 materials and 57 material instances
- Number of Textures: 150
- Texture Resolutions: 2k, 4k

Explore this immersive SCI-FI environment and create stunning scenes with the provided assets.

- Explore various zones, including a landing zone, nature assets, vegetation, rocks, and a river.
- Customizable water, sky, and props with material instances having parameters for easy adjustments.
- Designed for third and first-person gameplay, with a showcase level built with 4 zones, interiors, landing pads, houses, and an open area.
- Includes a blueprint of a flying spaceship and a lift blueprint.
- Nanite and Lumen are rarely ready for UE 5, with loads and lightmaps ready for UE 4.
- All assets are scaled according to the epic skeleton.



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