Unreal Engine - Sci-fi Road (Engine version 4.26- 4.27, 5.0- 5.2)

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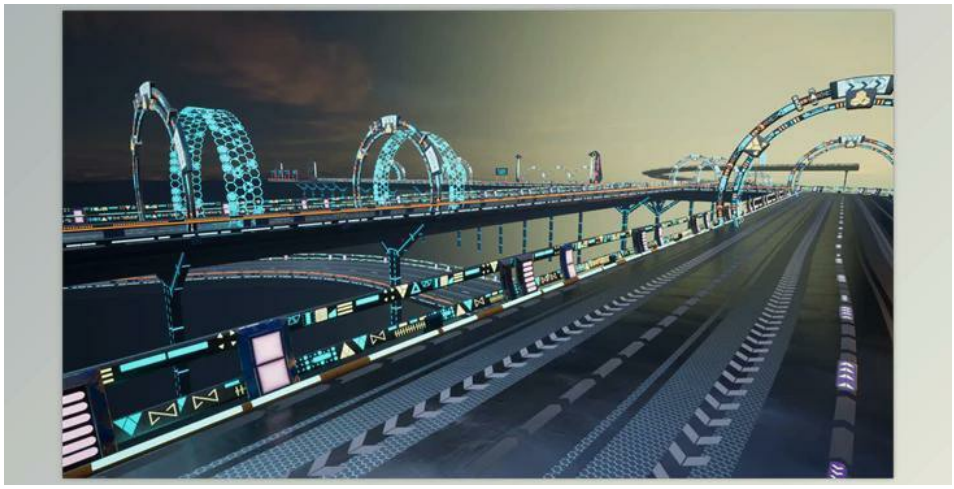

Unreal Engine - Sci-fi Road : Presenting a modular sci-fi highway kit featuring a Crossroad, Turn, Streetlight, and Billboard, designed for spline construction. The pack includes 14 materials for the road and its parts, 3 materials for the Lamp, and 2 materials for the Billboard. With a texel density of 12.3 for 4K maps, the assets ensure high-quality texturing.

Technical Details:

- Includes Spline Tutorial Video
- Real World Scale Measurements
- 4K textures
- Textures created by both 3D and traditional artists
- Each asset boasts a unique design touch
- Carefully selected bright colors for optimal composition

- High-quality game asset
- Number of Unique Meshes: 27
- Collision: Yes, Complex as simple collisions for complex meshes
- Vertex Count: 22,916
- LODs: No
- Number of Materials and Material Instances: One Base Material, 19 Material Instances
- Number of Textures: 70
- Texture Resolutions: Three 2048 textures for default parameters, 67 texture maps at 4096 resolution.

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