

Unreal Engine - Roadside VOL.1 - Blockades

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Unreal Engine - Roadside VOL.1 - Blockades: This comprehensive project encompasses all assets, maps, and materials, meticulously crafted within the Unreal Engine to deliver a blend of realistic AAA-quality visuals, style, and cost-effectiveness.

NOTICE: All assets are constructed utilizing nanite technology to ensure high-fidelity polycounts, and each comes with corresponding low-poly versions.

- 32 Meshes (16 in nanite and low-poly variants)
- High-quality texture sets with 4k textures
- Master material setup controlling the majority of props and models
- Additional controls for roughness, albedo, normals, and more
- Channel-packed Roughness | Metalness | Ambient Occlusion
- Realistic Post Process and Look Up Table
- Optimized for games
- Includes both nanite and low-poly versions of each mesh
- Custom studio-made branding and labels, ensuring freedom from legal issues
- Fully detailed models from all perspectives
- Tintable paint colors

Compatibility: This product supports Lumen for Unreal Engine 5.0+ (Refer to Unreal Documentation for details).



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