



Unreal Engine - Landscaping Aquatic Plants (Engine Version 5.1, 5.3)

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The **Unreal Engine - Landscaping Aquatic Plants** offers a collection of highly realistic and customizable plant assets designed for architectural visualizations, animations, cinematics, and virtual tours.

How to use plant collection to design architectural projects?

You can use "Unreal Engine - Landscaping Aquatic Plants" to design your project.

Each plant is carefully modeled and textured with attention to detail, including imperfections and editable PBR materials. The assets utilize Nanite technology for optimal performance and quality, and support Lumen and the "sun position" plugin in Unreal Engine 5.0+. The pack includes 36 high-quality aquatic plants and static mesh foliage, with 36 meshes, 111 material instances, 2 master materials, and 182 textures. The vertex count ranges from 120 to 276,294 and texture sizes range from 1024x512 to 8000x4800

"Unreal Engine - Landscaping Aquatic Plants" Samples:

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