



Unreal Engine Asset - Storm Volumetric Clouds and Sky (Engine Version 5.2-5.3)

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Unreal Engine Asset - Storm Volumetric Clouds and Sky (Engine Version 5.2-5.3): The Dynamic Volumetric Clouds Storm pack offers a highly customizable and game-ready solution for creating dynamic cloud storms in just a few clicks. With its flexible system, users can easily generate realistic or alien volumetric skies and storms. The material instances of the clouds offer extensive parameters for adjusting color, shape, position, flow maps, intensity, and more.

The pack includes 8 demo levels with various lighting and storm setups, along with real-world heightmaps for realistic terrain representation. A blueprint simplifies the setup process, including Custom Volumetric Clouds, directional light, skylight, sky atmosphere, exponential height fog, and a customizable skydome.

Users can drag and drop the blueprint into an empty scene for instant setup or opt for a custom approach. Notably, the pack supports LUMEN for dynamic global illumination and is optimized for games, ensuring minimal performance impact.



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