



Unreal Engine - Environments Scifi Railroad Terminal Facility (Nanite) (Engine Version 5.0-5.2)

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Unreal Engine - Environments Scifi Railroad Terminal Facility (Nanite) (Engine Version 5.0-5.2): Introducing a futuristic railway junction facility designed for gaming environments! This comprehensive project encompasses all elements depicted, including assets, maps, and materials meticulously crafted within the Unreal Engine. Each asset is engineered to deliver top-tier AAA visuals, adhering to a realistic style while maintaining optimal performance within the Nanite system for handling extensive geometry.

Technical Specifications:

- Scaled to Epic Skeleton: Yes
 - Collision: Automatically generated, with per-poly mix based on asset complexity
 - Vertex Count: Detailed in Documentation, leveraging Nanite assets
 - LODs: Implemented for small props
 - Number of Meshes: 383
 - Number of Materials and Material Instances: 134
 - Number of Textures: 133
 - Supported Development Platforms: Windows
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- 383 meticulously crafted meshes
 - High-quality texture sets for enhanced fidelity
 - Dynamic lighting powered by Lumen for immersive realism
 - Fine-tuned controls for roughness, albedo, normals, and more
 - Realistic Post Process and Look Up Table for added depth
 - Optimized for high-end gaming experiences
 - Includes a dynamic lighting test scene utilizing Lumen technology
 - Compatible with Unreal Engine 5.0+ and supports Lumen integration



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