



## Unreal Engine - Landscaping Small Trees 1

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**Unreal Engine - Landscaping Small Trees 1:** Introducing our latest pack of meticulously crafted trees to infuse life and realism into your architectural spaces like never before. We understand the importance of selecting suitable foliage, especially for dynamic scenes such as animations, cinematics, or virtual tours, where static renders fall short.

With our selection process focusing on hierarchies within each leaf, branch, and trunk, we've achieved natural and fluid movements, minimizing resource consumption, all thanks to the innovative "Pivot Painter 2.0" technology.

Each asset is meticulously modeled and textured to deliver exceptional realism and performance, paying close attention to details like imperfections and customizable PBR materials for effortless personalization.

Featuring Nanite technology, these assets maintain uncompromising quality without sacrificing performance, ensuring your scenes look stunning even at the highest detail levels.

- 14 High-Quality Small Trees
- Number of Meshes: 14
- Number of Materials and Material Instances: 60 Instances, 1 master material
- Number of Textures: 97
- Nanite: Yes
- Vertex Count: 92,491–2,027,595
- Texture Size Range: 1024 x 512 – 8000 x 4800



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