



Unreal Engine - Stylized Small Fishes - Niagara (Engine version 4.25-4.27, 5.0-5.3)

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Unreal Engine - Stylized Small Fishes - Niagara: Introducing the Stylized Small Fishes with Seaweeds collection, featuring a variety of low-poly fish skeletal meshes, static meshes, and seaweed assets to enhance your underwater environments.

This comprehensive pack includes:

- 30 LowPoly Fish Skeletal Meshes with 1 Animation each, accompanied by 30 Static Meshes animated with material (1 texture per fish).
- 20 LowPoly Seaweeds with 1 atlas texture for all seaweed objects.
- 30 Meshes and 30 Planes for Niagara Flocks, each with emission textures for added visual appeal.

Specifications:

- Number of Unique Effects: 64
 - LODs: None
 - Number of Materials: 98
 - Number of Textures: 123
 - Texture Resolutions: 4096x2048 (Seaweeds Atlas), 2048x2048 (Fishes)
 - Number of Blueprints: 2
 - Number of Unique Meshes: 50
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- Original Collection offering unique assets for diverse underwater scenes.
 - Optimized Content ensures efficient performance without compromising quality.
 - It includes low-poly meshes and plane variants for versatility.
 - Utilizes GPU for efficient rendering.



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