



Unreal Engine - Garage Pack 5.3

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Introducing the Garage Asset Pack, a comprehensive collection of meticulously crafted, high-quality 3D assets representing various elements commonly found in a garage setting. This pack includes realistic models of workbenches, stools, boxes, storage racks, garage doors, gardening tools, and more, each created with meticulous attention to detail to ensure realism and accurate scaling. Where applicable, the 3D models have Nanite enabled for enhanced visual fidelity.

- 96 Unique Meshes (143 meshes including variations)
- Most materials feature Base Color, Normal, and ORM/ORMH packed textures (R-Occlusion, B-Roughness, G-Metallic, A-Height).
- 6 easily customizable master materials, 135 Material Instances, 3 Material Parameter Collections, and 5 Material Functions.
- Included presentation and demonstration scenes for a seamless experience.
- 224 Textures ranging in size from 256x256 to 4096x4096, with most textures at 4k resolution and LOD bias enabled.
- 3 Blueprints: Garage Blueprint, Lighting Preset Blueprint, and Cable Blueprint.
- Collision: Yes.
- LODs: Yes.

Technical Details:

Immerse yourself in the realistic and detailed world of the Garage Asset Pack, where plugin Geometry Script should be enabled for the Cable Blueprint functionality (Edit - Plugins - Geometry). Elevate your project with a wealth of assets, materials, and blueprints designed to enhance your garage-themed environments.



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