



Unreal engine - Volumetric Space Nebula Procedural Generator v5.0

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Introducing the Volumetric Space Nebula Procedural Generator, meticulously crafted for next-gen space games. Utilizing cutting-edge volumetric shader technology, it delivers stunningly realistic scenes in real-time. With its procedural blueprint, you can effortlessly create intricate space nebulae by adjusting generation parameters to suit your vision.

Attention: Volumetric rendering demands significant computational power and is best experienced on modern GPUs for optimal performance.

Tested on an RTX 3060 at High quality with a resolution of 1920x1080, here are the performance benchmarks:

Average FPS: 60-80 Average FPS with DLSS: 120-160

- Easy to use interface
- Customizable generation parameters
- Volumetric rendering technology
- Includes 15 example nebulae
- Offers 4 quality levels for balancing performance and visual fidelity
- Includes 4 starfield skyboxes

Included Assets:

- Unique Materials and Material Instances: 8 Materials and 4 Material Instances
- Textures: 64
- Texture Resolutions:
 - 28 Volume Textures (256 x 256 x 256)
 - 28 Textures (4096 x 4096)
 - 1 Volume Texture (64 x 64 x 64)
 - 1 Texture (512 x 512)
 - 1 Volume Texture (16 x 16 x 16)
 - 1 Texture (64 x 64)
 - 4 Texture Cube (8192 x 4096)

Experience the limitless possibilities of space exploration with the Volumetric Space Nebula Procedural Generator.



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