Ureal engine - Basin Swamp Habitat Brush v5.3

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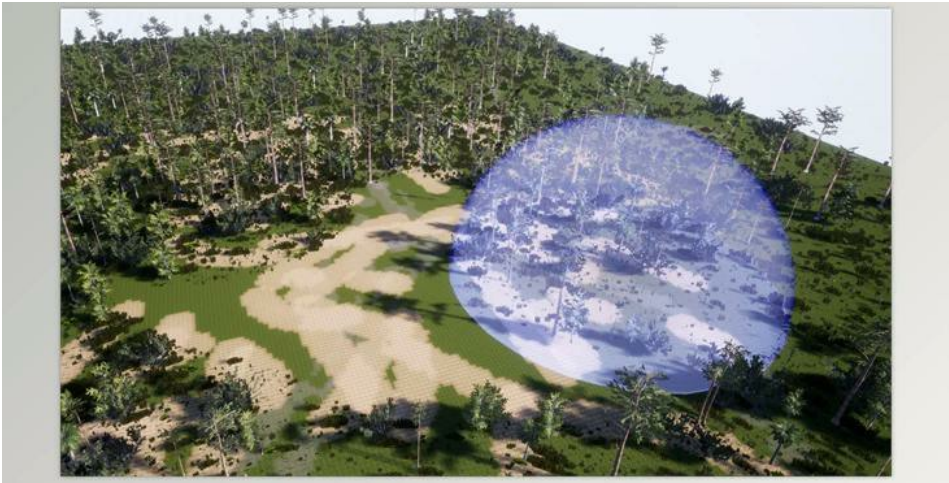
Ureal engine - Basin Swamp Habitat Brush v5.3:

Introducing a comprehensive content pack featuring a preset foliage density brush, consisting of 73 unique meshes and 17 meticulously crafted AR/VR-ready plants. This powerful tool allows you to effortlessly craft landscapes with real-world precision, complemented by a 30 x 30 meter example environment included for reference.

- 17 AR/VR Photorealistic, Low-Polygon Plants: Each plant is thoughtfully designed for realism, showcasing individual variations, LODs, and dynamic wind and light effects, all derived from actual photographs taken in the wild.
- 73 Unique Meshes Tailored for Central Florida Landscapes: A diverse set of meshes specifically curated for Central Florida environments, ensuring authenticity in your virtual landscapes.
- Editable Wind Material with Leaf Rustle: Customize wind effects with an editable material that adds a lifelike leaf rustle.
- Subsurface Scattering Maps: Enhance light transparency and reflection on leaf surfaces for added realism.
- 6 Ground Materials and Weeds: Included for landscape painting, along with ground surface weeds to add natural texture.
- Large-Scale Foliage Painting: A dedicated landscape is provided for expansive foliage painting, with a recommended brush size of 4000.
- Preset Foliage Densities: Simplify the process of painting foliage on large landscapes with preset density options.
- Example Natural Community/Ecosystem: An illustrative example is included, showcasing a natural community/ecosystem created from plant inventory and GIS data for Central Florida.

Plant List for Central Florida:

- Chalky Bluestem
- Dahoon Holly
- Feay's Palafox
- Fetterbush
- Flattop Goldenrod
- Florida Tickseed
- Goldenrod
- Hooded Pitcher Plant
- Pond Cypress
- Rayless Sunflower
- Sabal Palm
- Saw Palmetto
- Shortleaf Rosegentian
- St. John's Wort
- Waterlily
- Wax Myrtle
- Wiregrass

Technical Details:

- Number of Unique Meshes: 73
- Collision: Simple
- Vertex Count: Variable vertex counts for each of the 73 meshes, including reduced hand-made LODs.
- LODs: Mid-LOD + Billboards provided for all assets, excluding clutter. Meshes are optimized for AR/VR runtime efficiency.
- Number of Materials + Material Instances: 4 Master Materials, 67 Material Instances, 1 miscellaneous material.

- Number of Textures + Resolutions:
  - 2048x2048: 3 textures
  - 1024x1024: 63 textures
  - 512x1024: 2 textures
  - 512x512: 44 textures
  - 128x128: 2 textures

Supported Development Platforms:

- Windows: Yes, fully supported for development.
- Mac: Not tested, compatibility not guaranteed.

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