



Unreal Engine - A Krojyn Kit - Modular Two Handed Swords v5.0

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Unreal Engine - A Krojyn Kit - Modular Two Handed Swords v5.0: This product offers comprehensive support for Nanite within Unreal Engine 5.0 and beyond, ensuring seamless integration and optimal performance for high-quality rendering. Included in the package are 48 meshes, encompassing blades, cross guards, grips, pommels, and a selection of 16 sample swords.

Complementing these meshes are 45 textures, a master material and 60 material instances. These material instances are applied across various components, including blades, cross guards, grips, and pommels, providing users with a versatile range of customization options.

With open parameters for ambient, specular, metallic, roughness, regular, and base colour settings, users can tailor the materials to their specific preferences and achieve the desired aesthetic from the kit.



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