



Unreal engine - Nanite Foliage V2

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Unreal engine - Nanite Foliage V2: The Nanite Foliage Pack offers a comprehensive selection of game-ready foliage assets designed to enhance the realism of game worlds. Featuring 51 unique meshes, meticulously scanned from real-world sources and optimized for various projects, this pack provides developers with the tools needed to create immersive environments powered by Unreal Engine 5's cutting-edge technologies.

Each mesh comes with customizable material instances, allowing developers to adjust color variations and other properties to suit their aesthetic preferences. Additionally, global wind parameters are included, enabling adjustments to wind settings for dynamic and realistic foliage movement within the game world.

To optimize performance, the pack includes material functions designed to reduce material instruction counts, ensuring efficient rendering without compromising visual quality. Scanned rocks and textures, baked from real plants, further enhance the authenticity of the foliage assets.

Technical details of the pack include collision detection for rocks, varying vertex counts ranging from 5,000 to 59,000 nanite triangles, and support for LODs to optimize performance at different distances. With 25 material instances, 5 material functions, and 4 master materials, developers have ample flexibility in customizing the appearance and behavior of the foliage.

Textures are provided in resolutions ranging from 256x16 for color palettes to 4096x4096, 2048x4096, and 1024x1024 for detailed texture mapping. The pack is compatible with Windows development platforms, ensuring accessibility for developers working on Windows-based systems. Nanite Foliage V2 offers a comprehensive solution for creating realistic and immersive game environments.



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