



Unreal Engine - Eastern Orthodox Byzantine Church

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Unreal Engine - Eastern Orthodox Byzantine Church: Introducing a meticulously crafted Byzantine-era church designed to capture the breathtaking beauty, awe, and wonder of such architectural marvels.

Please Note: This product is non-modular, meaning there are no modular pieces, and the church is crafted as a singular piece.

Technical Details:

- Number of Unique Meshes: 72
- Collision: Yes
- LODs: No
- Number of Materials and Material Instances: 49
- Number of Textures: 95
- Texture Resolutions: Ranging from 128 to 4096
- Supported Development Platforms: Windows

Immerse yourself in the beauty of the Byzantine era with this stunningly rendered church, perfect for Unreal Engine 5.1+ and optimized for Nanite technology.

- Over 70 handcrafted props were meticulously designed to complement the scene.
- This includes a demonstration scene showcasing the church's assets and a fully realized church scene.
- Handmade assets are curated to blend with the overall aesthetic seamlessly.
- Fully controllable master material setup for easy customization.
- Unique candle props with camera-facing candle materials for added realism.



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Other 平面设计

Unreal Engine



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