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Unreal Engine - Critters VOL.2 - Crows & Seagulls v5.3

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Unreal Engine - Critters VOL.2 - Crows & Seagulls v5.3: This comprehensive project encompasses all assets, maps, and materials showcased, and meticulously crafted within Unreal Engine for a realistic AAA quality visual experience, adhering to a stylized approach and budget considerations.

- 20 meticulously designed meshes
- High-quality, detailed texture sets with 4K textures
- Master material setup for centralized control of various props and models
- · Additional controls for roughness, albedo, normals, and more
- · Optimized for gaming environments
- Inclusion of dynamic bird particles for lifelike movement and action around mesh sources (refer to the provided Notion link for a video demonstration)
- Both alive and posed versions for each bird type
- Availability of both Nanite and low-poly versions for each mesh

Technical Details:

- This product is tailored to leverage Unreal Engine 5.0+ features, supporting Lumen and Nanite (refer to Unreal Documentation).
- Artists from Dekogon Studios contributed to the creation of the art assets, ensuring a high level of quality, fidelity, and adherence to realistic visuals.



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