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Unreal Engine - Garage Warehouse Environment + ULAT

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Unreal Engine

Unreal Engine - Garage Warehouse Environment + ULAT: Introducing a Warehouse Environment Pack featuring 156 unique meshes, meticulously crafted for high-quality, game-ready projects. Conceptualized by Yesesvee Acharya with creative direction by the Leartes Team, the environment is brought to life by the talented artist Jeronimo Canale.

Technical Details:

- 156 unique meshes with a focus on attention to detail and AAA quality
- Modular building assets for versatile scene creation
- Material instances with controllable parameters for customization
- Varied texture sizes: 4096 for detailed assets, 2048 for mid-sized assets, and 1024 for small assets
- Automatically generated collision for seamless integration
- Three levels of detail (LODs) for complex assets
- A total of 113 materials and material instances, accompanied by 198 textures
- Compatible with all development platforms and Unreal Engine versions from 4.22 to the latest 4.27+ as well as UE5, 5.1, 5.2, and 5.3

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