



Unreal Engine - Greek Island v5.3

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This comprehensive asset pack is designed to create a captivating Greek island environment, encompassing 130 static meshes complete with LODs, lightmaps, and collisions. Everything required to construct a Hell environment is included, featuring rocks, various props, temple modules, architecture modules, oceans, and decals.

All assets are meticulously scaled according to the Epic skeleton, ensuring seamless integration into your project. The pack also incorporates blueprints with splines for fences, providing flexibility in design.

- **Architecture Modules:** Includes walls, houses, floors, and columns for versatile construction.
- **Small Props:** Encompasses vases, fishes, wood planks, and fences for detailed embellishment.
- **Ocean Blueprint:** A dedicated blueprint for creating realistic ocean environments.
- **130 Static Meshes:** Varied static meshes for diverse landscape construction.
- **5 Decals:** Utilized for adding grunge and ornamental details.
- **POM (Parallax Occlusion Mapping):** Applied on surfaces like bricks and sand for enhanced visual depth.
- **Vertex Paint:** Used on houses for intricate detailing.
- **Procedural Foliage:** Enhances the natural feel of the environment.

Technical Details:

To make the most of this asset pack, ensure the following:

- **Blueprints with Splines:** Utilize the provided blueprints with splines for creating fences.
- **Distance Fields and Global Illumination:** Enable these settings to optimize visual quality.



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