Unreal Engine - Pharaoh's Legacy: Egyptian Temple Megapack v5.3

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平面设计

Unreal Engine - Pharaoh's Legacy: Egyptian Temple Megapack v5.3: This project relies on the "Water Plugin" for the oasis and the "Volumetric Plugin" for specific cloud effects. Ensure that both plugins are enabled in your project; these plugins are provided by Epic, and no additional downloads are necessary.

Please be aware that the LV_Landscape level may not be visible until you activate the plugins and restart your project.

Explore the incredible possibilities offered by this pack:

- The Aaru by Volodymyr Donchenko
- Nebu by Anton K

Step into a realm where towering pyramids ascend towards the heavens, majestic temples shroud long-forgotten secrets, and the air resonates with the whispers of ancient pharaohs. Unleash your creative prowess and infuse vitality into your virtual realms with this captivating environment pack. Immerse yourself in the timeless allure of Egyptian architecture, meticulously crafted with exceptional attention to detail.

- Extensive Asset Library: Uncover over 300 meticulously crafted, high-quality assets for an authentic and immersive world-building experience.
- Modular Design and Prefabs: Effortlessly bring your envisioned temple to life with modular assets and user-friendly tools.
- Immersive Nanite & Lumen Compatibility: Dive into unparalleled graphical fidelity for a truly immersive experience.
- Powerful Master Materials: Fine-tune parameters to achieve the desired visual effects throughout your environment.
- Game-Ready Optimization: Enjoy seamless gameplay with outstanding performance.
- Comprehensive Documentation: Unravel the full potential of the pack with an extensive and user-friendly guide.

Technical Details:

1 Pre-Assembled Map (Showcase):

- Egypt Temple featuring
- Daylight Lighting
- Sunset Lighting

1 Overview Map:

- Modular assets
- Tools with instructions
- Unique assets

5 Master-Shaders:

- More than 195 Instances across Foliage, Structure, Water, Prop, and Mountains categories.

419 Textures:

- Diverse and high-quality textures, meticulously detailed.

300 Unique and Modular Assets including Prefabs:

- Set dressing assets such as jars, benches, torches, pillows, interior furniture, and more.
- Modular Architecture Pieces like Walls, Windows, Gates, etc.

- Foliage includes Trees, Ground Covers, Grass, and more.
- Over 30 prefabs for added convenience.

2 Blueprint-based Tools:

- Multiple candles with on/off features.
- "Prefab Baker" tool for converting prefabs to static mesh actors with versatile features.

Game Ready and Optimized Assets:

- Assets are Nanite-enabled for enhanced visual quality and performance optimization.

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