

# Unreal engine - Foliage VOL.3 - Oak Trees v5.3

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**Unreal engine - Foliage VOL.3 - Oak Trees v5.3:** This project presents a comprehensive package featuring all assets, maps, and materials meticulously crafted within the Unreal Engine. Each asset within this collection is designed to deliver AAA-quality visuals while remaining mindful of style and budget considerations. All assets are constructed using Nanite for high-fidelity polycounts, ensuring exceptional detail and realism. The artistry behind these assets comes from the skilled hands of Dekogon Studios Artists, guaranteeing quality and craftsmanship that meets industry standards.

Technical details reveal the depth of this collection, with 22 meshes included, comprising a balance of 11 Nanite and 11 low-poly models for versatility in design and performance optimization. Texture sets feature high quality and fidelity, boasting 4k textures to enhance visual appeal and immersion within your project. A master material setup controls the majority of all props and models, providing consistency and ease of customization. Additional controls allow for fine-tuning of assets, including roughness, albedo, normals, and more, ensuring precise adjustments to achieve the desired aesthetic.

Benefit from channel-packed maps for roughness, metalness, and ambient occlusion, optimizing performance while maintaining visual quality. Enhance your visuals with a realistic post-process and Look Up Table (LUT), adding depth and atmosphere to your game environment. These assets are optimized for games, ensuring smooth performance without compromising visual quality. Legal compliance is assured, as all branding and labels are custom-made by Dekogon Studios, eliminating legal issues. Each model is fully detailed from all sides, providing players with a high level of realism and immersion.

Additionally, compatibility with the Epic Skeleton and collision detection further streamline integration into Unreal Engine projects, facilitating accurate interactions. SmallProp LODs are provided to optimize performance in-game. With 22 meshes, 14 materials and material instances, and 14 textures, this collection offers a robust set of tools for game development. Supported platforms include Windows, Mac, PS4, and Xbox, ensuring broad accessibility for developers. Immerse yourself in the realism and detail of these meticulously crafted assets, perfect for elevating your game projects to new heights of quality and immersion.



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